

# Grand Theft Auto

*Vice City Stories*





# grand theft auto

## *Vice City Stories*

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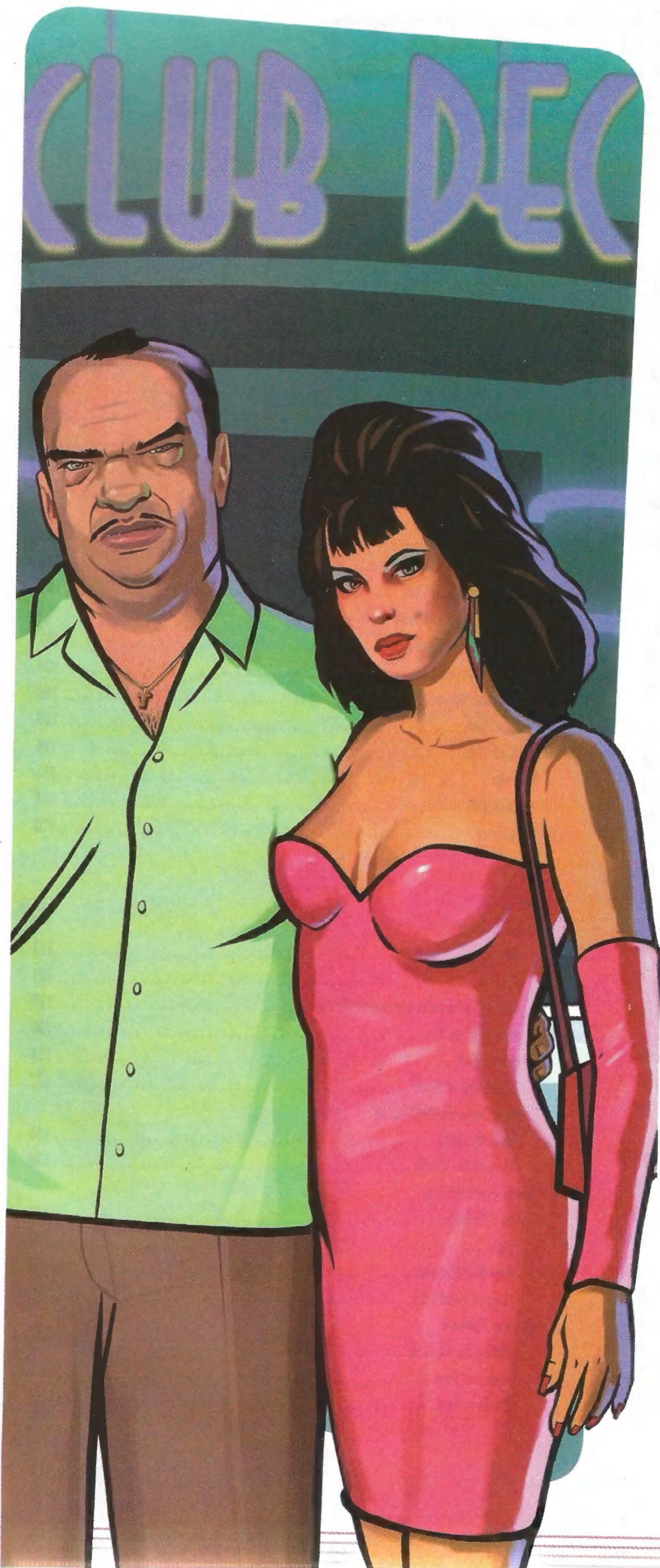
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# PROLOGUE

Vice City Stories takes place in 1984—a few years before the events of Grand Theft Auto: Vice City and Tommy Vercetti. You enter the world as Victor Vance, Lance Vance’s brother. Lance Vance, as you probably remember, was Tommy Vercetti’s problematic sidekick. Lance was selfish, self-serving, and untrustworthy. And he didn’t share this personality trait exclusively with just friends; he treated his family with the same lack of respect, as you will discover as his brother.



Vice City itself is not much different from the way you may remember it from the original game, but you will find some empty lots that will become memorable businesses. One example is Sunshine Autos, which is in their early growth stage when this story picks up; it’s currently developing the land beside their small car lot to become the large car dealership you remember if you played Grand Theft Auto: Vice City. There are plenty of small, yet interesting, details like this to discover as you cruise the streets of Vice City in ‘84.



The most notable additions to the world of Grand Theft Auto: a new combat system, swimming, and the exciting Empire-building feature. In this chapter, we describe the new ways to dispatch someone with your bare hands; see our Empire Guide chapter for details and tips on growing your own Empire.



# PSP CONTROLS

The SELECT button cycles camera modes and the START button accesses the Pause menu.

## ON FOOT

| Button                | Command                               |
|-----------------------|---------------------------------------|
| ○                     | Sprint                                |
| ●                     | Jump                                  |
| ○                     | Enter Vehicle                         |
| ●                     | Attack/Fire Weapon                    |
| Analog Stick          | Walk/Run                              |
| L button              | Center camera behind you/Fine aim     |
| R button              | Lock on                               |
| Hold L & Analog Stick | Look Around                           |
| R + L                 | Look Back                             |
| Left/Right            | Cycle Weapons/Targets                 |
| Up                    | Purchase Property/Take Empire Mission |
| Hold Down + R         | Free Aim                              |

## IN CAR/BIKE/BOAT

| Button               | Command   |
|----------------------|---|
| ○                    | Accelerate (tap on BMX to pedal faster)                       |
| ●                    | Brake/Reverse   |
| ○                    | Exit Vehicle  |
| ●                    | Attack/Fire (for drive-by add L + Analog Stick left or right) |
| Analog Stick         | Steer/Lean  |
| Analog Stick Up/Down | Adjust vehicle camera up and down                             |
| L + Analog Stick     | Look Left/Right/Back  |
| R button             | Handbrake   |
| Left/Right           | Change radio station  |
| Up                   | Special Mission/Deactivate Special Mission                    |
| Down                 | Horn/Siren on/off (Bunny Hop while riding BMX)                |

## IN WATER

| Button                | Command                |
|-----------------------|------------------------|
| Hold L & Analog Stick | Look Around            |
| R + L                 | Look Back              |
| Analog Stick          | Swim/Change Direction  |
| ○                     | Board Boat/Enter Plane |
| ○                     | Swim Fast              |
| ○                     | Grab/Pull Up           |



# BASICS / CONTROLS

## IN HELICOPTER/PLANE

### Button

### Command

|              |  |
|--------------|--|
| ⊗            | Increase Altitude/Air Speed                  |
| □            | Decrease Altitude/Decrease Speed             |
| △            | Exit Vehicle (when on or close to a surface) |
| ○            | Attack/Fire Weapon                           |
| ⊗ + □        | Hunter machine gun                           |
| Analog Stick | Steer/Tilt                                   |
| L button     | Rotate Rudder Left                           |
| R button     | Rotate Rudder Right                          |
| R + L        | Look Back/Look Down                          |
| Left/Right   | Change radio stations                        |
| Up           | Special Mission/Deactivate Special Mission   |
| Down         | Center Camera                                |

## While holding an opponent from the front...

### Button

### Command

|   |  |
|---|--|
| ⊗ | Heavy attack (tap to quickly knock out)              |
| △ | Throw  |
| ○ | Light hit (2-move combo available) Jab Stomach/Punch |

## While holding an opponent from the rear...

### Button

### Command

|   |   |
|---|---|
| ⊗ | Knee in the back                                |
| △ | Neckbreak (must be done quickly after the grab) |
| ○ | Jab   |

## While targeting a fallen opponent...

### Button

### Command

|   |                   |
|---|-------------------|
| ⊗ | Stomp/Ground Kick |
| △ | Pull Up           |
| ○ | Floor Punches     |

## COMBAT CONTROLS

These moves are performed when targeting someone. To target someone, press and hold the R button.

### Button

### Command

|   |  |
|---|--|
| ⊗ | Heavy Hit (2-move combo) Stomach Punch/Front Kick                                      |
| □ | Block  |
| △ | Grab (Rear or Forward)   |
| ○ | Light Hit (4-hit combo available with hands) Left Jab/Right Cross/Left Hook/Front Kick |

## While targeting a dead opponent...

### Button

### Command



|   |                    |
|---|--------------------|
| ○ | Ground Kick Stomps |
|---|--------------------|






## NEW MOVES

### COMBAT

As you can see from the combat controls, there are many new moves available to the Grand Theft Auto avatar. The fighting is similar to what is found in recent Rockstar games, *The Warriors* and *Bully*. You can now grab and hold opponents. Press and hold the R button to target, then tap  to grab. You can let go of  once you grip the opponent.

### THE NECKBREAK

The hold moves are really cool; they keep the opponent from attacking. When not holding the opponent, you need to assess their ability to fight and choose to block or not. The coolest and most effective hold move is the "neckbreak." This is performed by walking up behind someone, targeting them, and then pressing  two times very quickly. This makes Vic grab and then break the neck. This one-hit kill makes quick work of enemies.



### SWIMMING

Swimming in Vice City. Hmm... We know what you're thinking (the same thing we did when we first started playing): You're going to try to swim to Starfish or Prawn Island from the mainland before the bridges open. Well, that ain't gonna happen. Even if you do survive long enough to get close to another landmass, the waves get so large that you cannot continue.



Besides, you can't swim forever; a swimming stamina meter appears where your armor meter is. It slowly empties the longer you're in the water. If you swim quickly, the meter empties even faster.

### EXITING WATER

To get out of the water, you must either find a sloping shoreline and just walk out; or find a low bulkhead, jetty, or pier to grab onto and use to pull yourself out. To grab and pull out of the water, face the object and then press and hold  until Vic pushes upward and grabs the top edge. If he doesn't do this, you're too far under the pier or not close enough to the pier, bulkhead, or jetty. Once you have a grip on the edge, that's it; Vic does the rest and pulls up and jumps onto the new surface. This can also be done while facing occupied boats. If a boat isn't occupied, you can simply press  to automatically take the controls, whether you're in the water or on land.



## CUSTOM TRACKS

Just like in *Grand Theft Auto: Liberty City Stories*, you can create Custom Tracks to play your music while playing this game. This is done by downloading the Rockstar Custom Tracks application for the PC from [Rockstargames.com](http://Rockstargames.com).

The only catch is that you must rip store-bought CDs; otherwise, the game will not recognize the MP3. You also must have one save space available on the memory stick for Rockstar Custom Tracks to work. After ripping and uploading the tracks to your memory stick Duo, you have to access "Custom Tracks" in the "Audio" option in the Pause menu. Once this feature is turned on, your music plays during gameplay. It plays continually in and out of vehicles and the Radio Stations are turned off automatically when Custom Tracks is on.

## SAVING PROGRESS

You can save at any point in the game, as long as you are not currently on a mission of any type. Enter your safe house and step into the floppy disk to access the memory stick Save menu. You have eight save slots available. Save one if you want to make Custom Tracks (see above). Game time advances six hours once you save your game. There's a garage located near all safe houses (except your temporary first one: Fort Baxter Barracks). Any car stored in the garage will be saved inside when you save your progress.



## GARAGE REPAIR TRICK

The old "Garage Repair Trick" remains to this day! Pull a damaged car into your safe house garage, then exit the garage and allow the door to close. When the door opens again, the car will be repaired. Your Viceport and Compound safe houses garages warn you to only park one vehicle inside, but you can fit up to two cars and a bike inside if you pack 'em in there.

## WASTED

If your life is completely drained, you become "wasted" and end up at the nearest hospital to replenish your health. This healthcare comes at a cost; the hospital takes all your weapons. You will fail a mission if you become wasted during that mission.





## BUSTED

When knocked down or pulled out of a vehicle by any form of lawn enforcement while a Wanted Level is instated, you are "busted" and will end up at the nearest police station. The cops take all of your weapons before allowing you to walk out a free man. If they kill you during a battle, you end up at the hospital; wasted, not busted.



The higher the Wanted Level, the stronger the increasing law enforcement becomes—from police, to choppers, to SWAT, to FBI, and ultimately the army. You cannot receive anything over a three-badge Wanted Level until you cross the bridges to the beaches. Once they're open, you can infuriate the law into a full six-badge Wanted Level.

## WANTED LEVEL BREAKDOWN

### MAINLAND OPENED ONLY

#### Wanted Level

#### Repercussions



VCPD



VCPD level 2



VCPD level 3

### BEACH ISLAND OPENED

#### Wanted Level

#### Repercussions



VCPD



VCPD level 2



VCPD level 3 with Vice Squad



SWAT



SWAT level 2



Military

## POLICE & DOCTOR WEAPON BRIBES

A great new option has been added to Grand Theft Auto: Vice City and we hope it continues with new games in the series. Now, after being busted or wasted, you can find a lock icon outside the hospital or police station. Walk into the lock icon and you're given the opportunity to buy back all the weapons that the doctors or cops took from you for a fee of \$2,000. This seems like a lot, but if you had some hard to find weapons or tons of ammo saved up in some of those weapons, this price is worth it—just look what Ammu-Nation is charging for one assault rifle or some really heavy metal!



## WANTED LEVEL

the Wanted Level is measured with six star badges below your health gauge in the top-right corner of the screen. Each unlawful act you commit registers on this gauge. The worse the crime, the higher your Wanted Level rises. Committing several petty crimes in a short period of time also raises your Wanted Level. Almost anything illegal creates police attention. The following is an example of the things that spark Wanted Levels:

- Killing a few citizens in a short period of time.
- Killing a single citizen in view of a cop.
- Jacking vehicles in view of a cop.
- Running over, shooting, punching, aiming at, or wasting a cop.
- Bumping into a police car while you're driving.
- Attempting to jack a squad car while the police are inside it.



## WANTED LEVEL 1

This is a light offense that will fade if you lay low and avoid causing any more trouble. Cops would rather look for donuts than look for you. If they see you, they pursue. No more than one cruiser or motorcycle cop is usually seen at a time, unless you pass more cops while on the run. They'll beat you to the ground if given the chance, which usually results in getting busted.





## WANTED LEVEL 2

The police expend more energy trying to bring you down. There are two officers in each squad car and they pursue you more aggressively. You cannot shake anything above a one-badge Wanted Level, so you must pass through Police Bribes, visit a Pay 'n' Spray, or finish the mission you're on.

## WANTED LEVEL 3

A Police helicopter and the VCPD Cheetah (Miami Vice style) arrive on the scene. The helicopter has a cop manning a heavy gun and the FBI car has two pastel suit-wearing Vice cops inside armed with submachine guns. Light roadblocks, comprised of small sawhorses and a couple VCPD Cruisers appear on major streets.

## WANTED LEVEL 4

SWAT Enforcers arrive quickly with VCPD Cruisers. The helicopter never pauses to take a shot at you. Enforcer roadblocks and SWAT are likely to zip line out of helicopters.

## WANTED LEVEL 5

This merits all the heat of the previous alert with the addition of the SWAT in FBI Washingtons and Ranchers—four to a car—and FBI Washington or Rancher roadblocks and tire strips.

## WANTED LEVEL 6

The army arrives in Barracks OLs filled to the hilt with army men armed with M16s. The helicopter still buzzes overhead. Worse yet, the Rhinos arrive, and not just one or two—if you move around, you'll find a parade of them! You must lose the Wanted Level or lose your life. This is the best time to steal a Rhino. With full Health and Armor, move in as an army man leaves the Rhino. Jack it and turn it on them.

## THE NUMBER ONE TIP

Shoot all the Red Balloons you can as early in the game as you can. For every 10 you pop, a weapon power-up appears outside your safe houses. Once you unlock the AK47 and then the Armor, your running around for weapons ends. Keep popping when the bridges open and you'll unlock the M249 after popping the 99<sup>th</sup> Red Balloon!

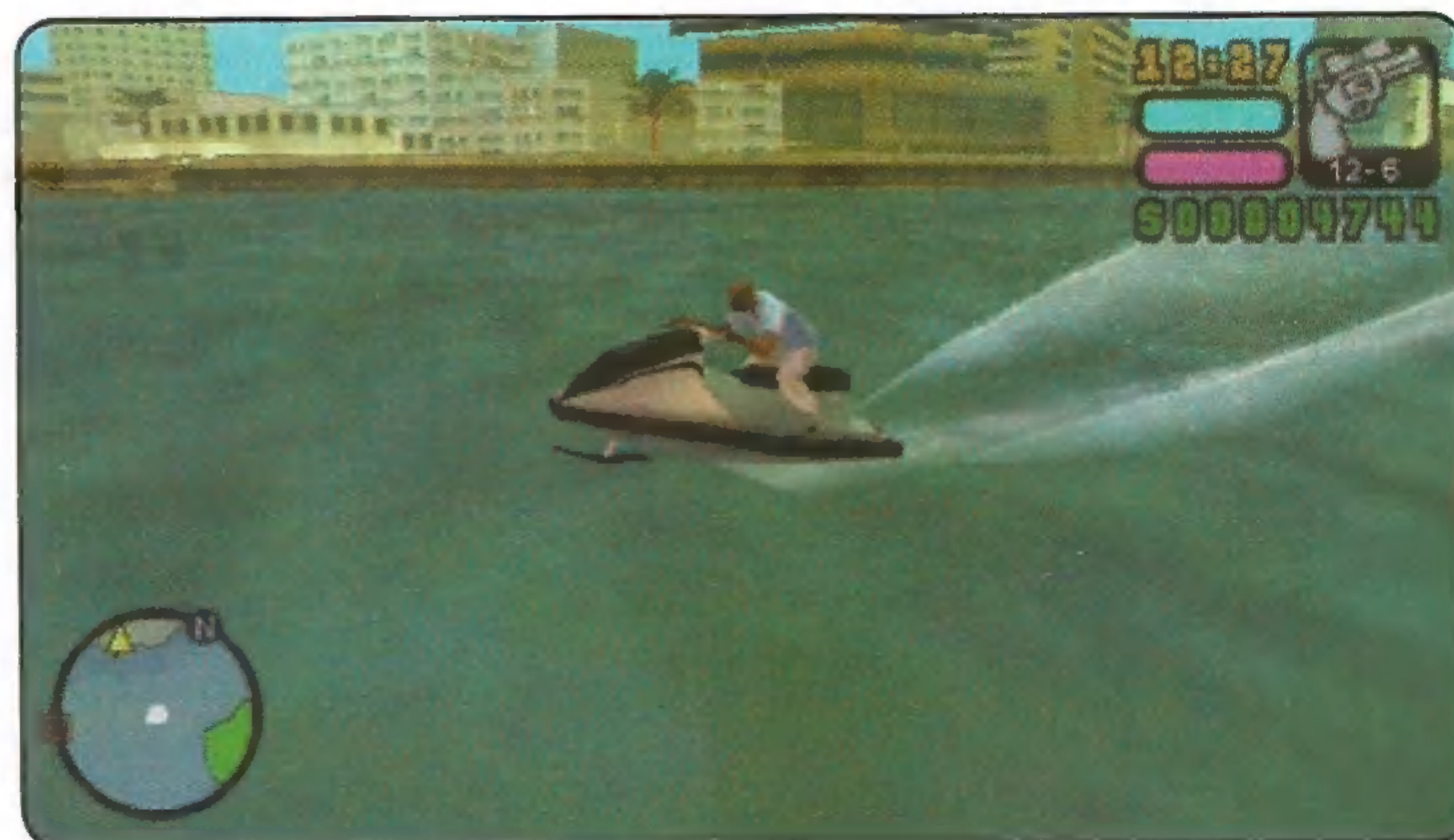


## PASTIMES

As with every Grand Theft Auto game, there are tons of other Pastimes to enjoy when you want to take a break from the Main Story missions. Of course, you'll find the staple vehicle missions like Paramedic, Vigilante, Taxi Driver, and Fire Fighter. However, this time around Vice City also has some fresh new Pastimes. Check out our Pastimes Map on the next page, then read up on the details for each as we cover them all throughout this guide. Many Pastimes are playable from the beginning (you'll find those at the beginning of Chapter 1). Others unlock after certain missions (those are covered immediately following the mission that unlocks them). Still others unlock when the bridges are open (you'll find those at the beginning of Chapter 3).



The best way to find the Pastime you need help with is to page back to the beginning of the guide and check out the Table of Contents, then refer to our Pastimes Map to find its location.



Many of the Pastimes that open in Chapter 1 continue on into the second island or cannot be completed until the second island is opened (such as the Civil Asset Forfeiture Impound; you cannot get aircraft or vessels until the bridges open).





## PASTIMES MAP LEGEND

- 1 DRIVER
- 2 SHOOTING RANGE
- 3 AIR RESCUE
- 4 CRASH
- 5 HELI TOURS

- 6 BMX MALL
- 7 BEACH PATROL
- 8 FIRE HELI
- 9 HUNTER TARGET
- 10 AIR RACE

- 11 MULTI VEHICLE RACE
- 12 PCJ PLAYGROUND 1
- 13 PCJ PLAYGROUND 2
- 14 HOVERCRAFT RACE 1
- 15 HOVERCRAFT RACE 2
- 16 TURISMO PART I

- 17 TURISMO PART II
- 18 WATERSPORTS
- 19 SANCHEZ TIME TRIALS
- 20 QUAD BIKE TIME TRIALS
- 21 BMX TIME TRIALS
- 22 CAFI





The weapon slot system and weapon handling and firing is the same as was introduced in Grand Theft Auto: Liberty City Stories. However, a few new weapons have been introduced, as well as new features for existing weapons. You can hold nine different weapons. Each weapon type is stored in a specific weapon slot category. Scroll through your available arsenal using the Left and Right buttons. If you want to replace one weapon with another in the same slot category, stand over that weapon and press the L button. The following weapons are listed in order by weapon slot positions.

## SLOT 1

Slot 1 is reserved for the Camera. An extra slot is created when you carry one, allowing you to switch to your fist or fist weapon if necessary. Slot 1 disappears when there isn't a camera in your inventory.

### CAMERA

Used primarily to take pictures of Martinez to trick the Martinez Brothers into thinking he's DEA. Select the camera, press R to raise it to your eye, then press to snap a picture. Press to zoom out and to zoom in.



### BUTTERFLY KNIFE

A new weapon to the series. So exciting, they made a commercial about it.



### KNIFE

Stick it to 'em...



## SLOT 2: FIST WEAPONS

### FISTS

Target-select a nearby opponent for better aim when punching and to open a host of new moves. See "Hand-to-Hand Combat" in the Game Basics section of this guide for more information. There are some new moves in Vice City Stories!

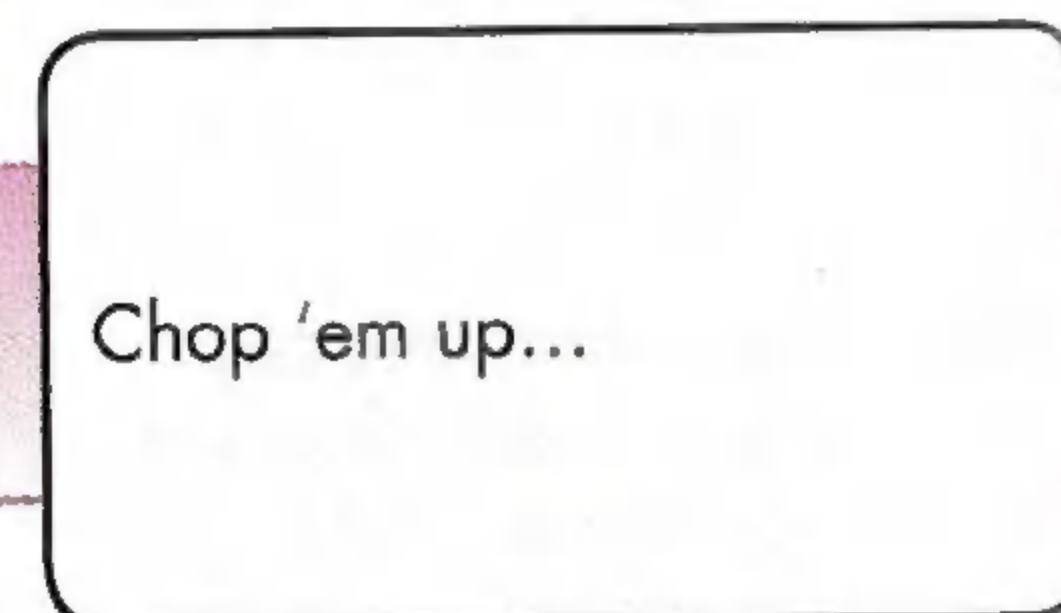
### BRASS KNUCKLES

These deal out more damage than using just bare fists.



### HAND AXE

Chop 'em up...



### GAFF HOOK

...and hang 'em on a hook.



## SLOT 3: MELEE WEAPONS

You can use these weapons while running.

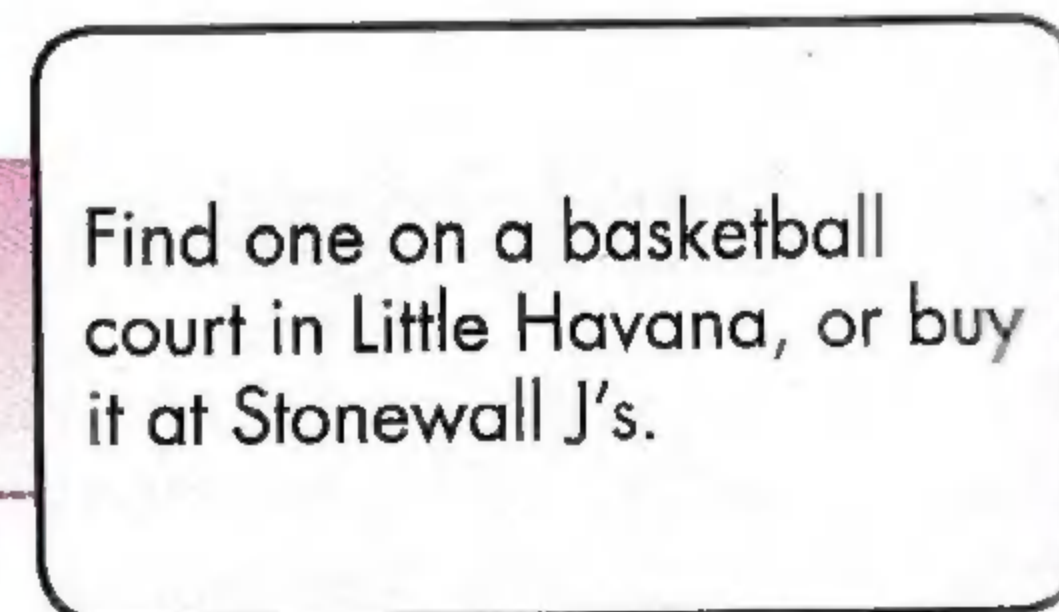
### BASEBALL BAT

We heard a ballplayer left one at the stadium.



### MACHETE

Find one on a basketball court in Little Havana, or buy it at Stonewall J's.



### NIGHT STICK

Usually found at police stations or on fallen cops.



### KATANA

Great weapon for "Kill Phil."





## CHAINSAW

A very rare weapon. See #45 on the weapons list of our Pick-ups map.




## 357

This is a very powerful handgun with incredible stopping power. Almost anyone not wearing Kevlar is knocked down with one shot.



## SLOT 4: PROJECTILES

You cannot run or walk while throwing these weapons, nor can you target-select while using these weapons. The distance thrown depends on how long you hold .

### MOLOTOVS

The Molotovs got a whole new explosion this year. The fire spread and small mushroom cloud looks awesome. This weapon is much more powerful than in previous games in this series.




### GRENADES

Explodes a short time after leaving your hand. If tossed a short distance... run! One grenade takes out any vehicle in the game.




### REMOTE GRENADES

Once you toss a remote grenade, a detonator appears in your hand. The grenade will not go off until you press  with the detonator in your hand.



## SLOT 5: HANDGUNS

You can run while firing these weapons. Press L to target and  to shoot. Press Left or Right buttons to scroll through available targets. Press Down to enter free aim.

### PISTOL

This police handgun is dependable and lightweight (made mostly of plastic). Purchase pistols from Ammu-Nations or find them on many fallen hoodlums and cops.



## SLOT 6: SHOTGUNS

You cannot run while firing shotguns. They are short-range weapons. Hold target-select plus the fire button, then scroll through your available targets. The shotgun fires automatically each time you move to a new target.

### CHROMED SHOTGUN

Powerful weapon with a wide pellet spread and fast reload times.



### STUBBY SHOTGUN

This is a sawn-off shotgun. The shorter barrel makes it more deadly and even a shorter-range weapon than the Chromed Shotgun. Great for close battles, it takes out multiple enemies with a single shot. Find one in the Williams' trailer park.



### SPAS 12


This shotgun has a much longer range and faster rate of fire than the other two varieties. The downside is that you have to wait for a reload after every seven shots fired. But by then, there might not be any more enemies standing.







## SLOT 7: SUBMACHINE GUNS

These weapons make drive-bys possible. In cars and boats, press L + Left or Right buttons to shoot out of the vehicle to the left or right. Press  to fire. You can shoot forward drive-bys on motorcycles, Quad Bikes, and the Splitz-6 ATV. Running while shooting is possible with all but the SMG types.

### VENOM 9mm

The Venom 9mm is only available at Stonewall J's and the Downtown Ammu-Nation, unless you find one on some dead guy. It takes about seven rounds to kill an enemy without armor, making it superior to the Mac.



### MICRO SMG

You cannot run and gun with the Micro SMG, but it's more powerful than the Venom 9mm. It takes about six shots to kill an unarmored enemy.



### MAC

You can run and gun with the Mac, but it's the weakest of all submachine guns. It takes about nine shots to kill the same thing these other submachine guns are killing with fewer rounds.



### SMG

The SMG is the king of submachine guns. You cannot run and shoot, but it's a very potent killer. It takes only a few shots bring down an unarmored enemy.



## SLOT 8: ASSAULT RIFLES

These are very powerful and versatile weapons, great for both short-and long-range targets. You can pop most of the Red Balloons in this game using assault rifles, but you cannot run while shooting them.

### AK47

Designed by Mikhail Kalashnikov, the AK47 is a rapid-fire machine gun, although not as rapid as the M16. Great for long-range targeting and taking down large groups of armored enemies.



### M16

This weapon was used by Special Operations forces and other select members of the military in the '80s and into the '90s. It's the most powerful full-auto rifle in the game.



## SLOT 9: HEAVY METAL


The following weapons are heavy in both weight and power. You will find you cannot run as quickly while holding them. They cannot be fired while moving.

### FLAME THROWER

It wouldn't be Grand Theft Auto without this lighter! But now there's a new feature... you can target-select while making crispy critters. Finally!



### ROCKET LAUNCHER

Always the favorite, this bomb thrower can only be used in scope mode. Press the R button to bring the scope up to your eye and press  to fire. Don't shoot anything too close.





## MINIGUN

The Minigun is only available at the Vice Point Mall after Gonzalez's mission "Farwell to Arms." You also get to have some fun with it in some Rampage challenges. Well, guess what? You can now target-select with the Minigun! Now *that's* dangerous.



## M249

This is one bad machine gun—our favorite new weapon. The SAW is an air-cooled, belt fed, gas-operated automatic weapon that fires from an open bolt position. It comes with target selection and it's lighter than the Minigun, but just as powerful (if not more so). If you can manage to release just one round, it'll take out an unarmored enemy in a single shot. Just imagine what it can do when you roll out a hundred rounds! Find one in a hangar at the movie studios on Prawn Island.



## SLOT 10: LONG-RANGE RIFLES

These two sniper rifles can only be fired in scope mode and from a standing position—no walking or running.

### SNIPER RIFLE

This is a single-shot rifle with a scope. Use the R button to bring up the scope. Press to zoom in and to zoom out. Press to fire. Achieves one-shot-kills with a hit to any part of the body.



### LASER SCOOPED SNIPER RIFLE

The Laser Sniper is a rapid-fire version of the sniper rifle. No more waiting for reload times. The red laser dots your target. And in sniping missions, targeting direction arrows appear in the scope. Use the same zooming controls for this weapon as the regular sniper rifle.



## AMMU-NATION INVENTORIES

Need a weapon fast and don't have time to look for one (or not in the mood to pop some balloons)? Drop into a nearby Ammu-Nation and fork over some cash for an adequate weapon. The following is a list of the inventories at the different gun shops in Vice City. Find the gun icon on your radar or map to find Ammu-Nations. Follow the confederate flag icon to find Stonewall J's.

### DOWNTOWN AMMU-NATION

| ITEM            | AMOUNT |
|-----------------|--------|
| Pistol          | \$240  |
| Venom 9mm       | \$350  |
| Micro SMG       | \$600  |
| Grenades        | \$350  |
| Chromed Shotgun | \$1000 |
| Armor           | \$240  |

### STONEWALL J'S

| ITEM            | AMOUNT  |
|-----------------|---------|
| Butterfly Knife | \$10    |
| Machete         | \$100   |
| Pistol          | \$240   |
| Venom 9mm       | \$350   |
| Stubby Shotgun  | \$1,200 |

### VICE POINT MALL AMMU-NATION

| ITEM         | AMOUNT                             |
|--------------|------------------------------------|
| .357         | \$2,000                            |
| M16          | \$5,400                            |
| Grenades     | \$360                              |
| Laser Sniper | \$8,000                            |
| Minigun      | (unlocked after "Farwell to Arms") |
| Armor        | \$240                              |

### OCEAN BEACH AMMU-NATION

| ITEM            | AMOUNT                                       |
|-----------------|--|
| SMG             | \$2,500                                      |
| AK47            | \$4,200                                      |
| SPAS 12         | \$4,000                                      |
| Sniper          | \$6,000                                      |
| Rocket Launcher | (unlocked after "Turn On, Tune In, Bug Out") |
| Armor           | \$240  |





## Mission Pick-Ups

We've repeated all Health, Armor, and Weapon icons on our main story maps for your convenience.



## WEAPONS

1. **Micro SMG:** on a platform reached by a small set of stairs with a Rampage underneath it.
2. **Baseball Bat:** under the stadium's south staircase.
3. **Brass Knuckles:** in a narrow alley.
4. **Pistol:** on the ground, south of the courtyard monument with a Red Balloon under it.
5. **Butterfly Knife:** behind the Downtown fire station, near the "employees only" ramp where Fire Heli is found after the bridges open.
6. **AK-47:** on the top platform on the second level rooftop of the police station.
7. **Knife:** in a nook in the large, square alley south of King Knuts.
8. **Hand Axe:** behind the hotel that's under construction. Near the USJ with a Red Balloon and Rampage inside.
9. **Gaff Hook:** near the docked Reefer.
10. **Butterfly Knife:** behind the dump conveyor platform wall.
11. **Shotgun:** use the stairs on the corner building to reach this weapon on the rooftop.
12. **Grenades:** under the carport of a Little Havana home.
13. **Machete:** on the middle basketball court in a Little Havana neighborhood.
14. **Mac:** in the large, open alley east of Stonewall J's.
15. **Nightstick:** behind the backyard wall at the police station.
16. **Hand Axe:** on a platform at the gas pipelines.
17. **Stubby Shotgun:** behind corner trailer in the Williams' trailer park.
18. **Molotovs:** inside transfer trailer in Civil Asset Forfeiture Impound lot.
19. **Binoculars:** on top antenna on highest exterior cabin of docked ship.
20. **Gaff Hook:** on stern of ship.
21. **.357:** on movie studio dock near "Water Sports" Jet Ski.
22. **M249:** on scaffold inside hangar closest to main entry of the movie studio.
23. **Flamethrower:** in the back of the dead-end alley. There's a Red Balloon above it.
24. **M16:** behind building near the bulkhead.
25. **Pistol:** in a nook beside the stairs used in PCJ Playground Vice Point Mall.
26. **Remote Detonation Grenades:** on the diving board near the Red Balloon behind this large hotel.
27. **Golf Club:** Leaf Links golf course.
28. **Golf Club:** Leaf Links golf course.
29. **Golf Club:** Leaf Links golf course.
30. **Nightstick:** on police station porch.
31. **Butterfly Knife:** between hotels behind the coffee stand with a Red Balloon inside.
32. **Micro SMG:** on boardwalk next to the bridge to Leaf Links.
33. **Golf Club:** Leaf Links golf course.
34. **Golf Club:** Leaf Links golf course.
35. **Hand Axe:** behind Ferris wheel at the fairgrounds.
36. **Katana:** behind the bushes, in a nook in front of hotel.
37. **Sniper Rifle:** on the back porch of mansion.
38. **Rocket Launcher:** behind a planter in front of mansion.
39. **Mac:** on Diaz's back porch.
40. **Grenades:** under the porch of the salmon and pink one-story hotel.
41. **Laser Sniper:** police station rooftop.
42. **AK-47:** on rooftop with a Rampage; has stair access.
43. **Baseball Bat:** on the hotel west walkway (alley).
44. **Grenades:** In the grass just south of the hospital helipad.
45. **Chainsaw:** in a corner in large alley.
46. **Stubby Shotgun:** on a sidewalk between corner orange apartments.
47. **Molotovs:** behind the bushes between shoreline road and beach wall.
48. **SMG:** at the end of "Pier 2."
49. **Brass Knuckles:** within a yard of apartments.
50. **Brass Knuckles:** in the grassy median.
51. **Camera:** behind building near a pool. You reach this backyard through open hedges on the east side, near a hidden Rampage.

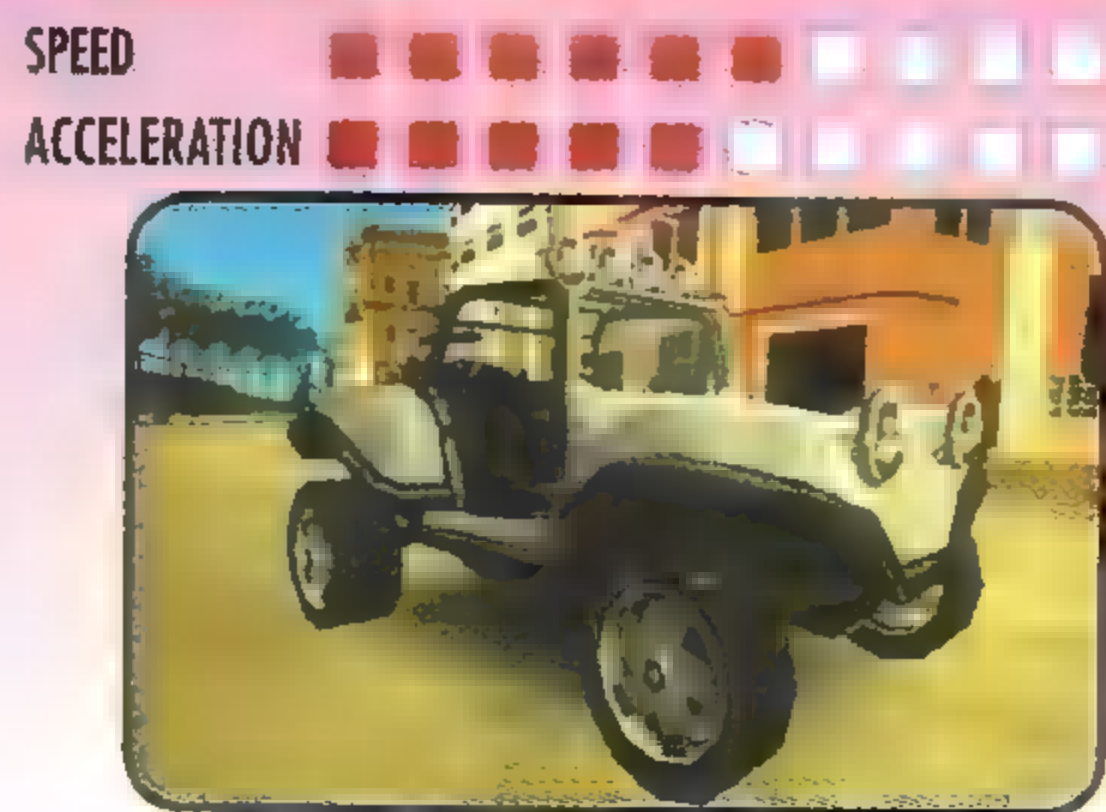






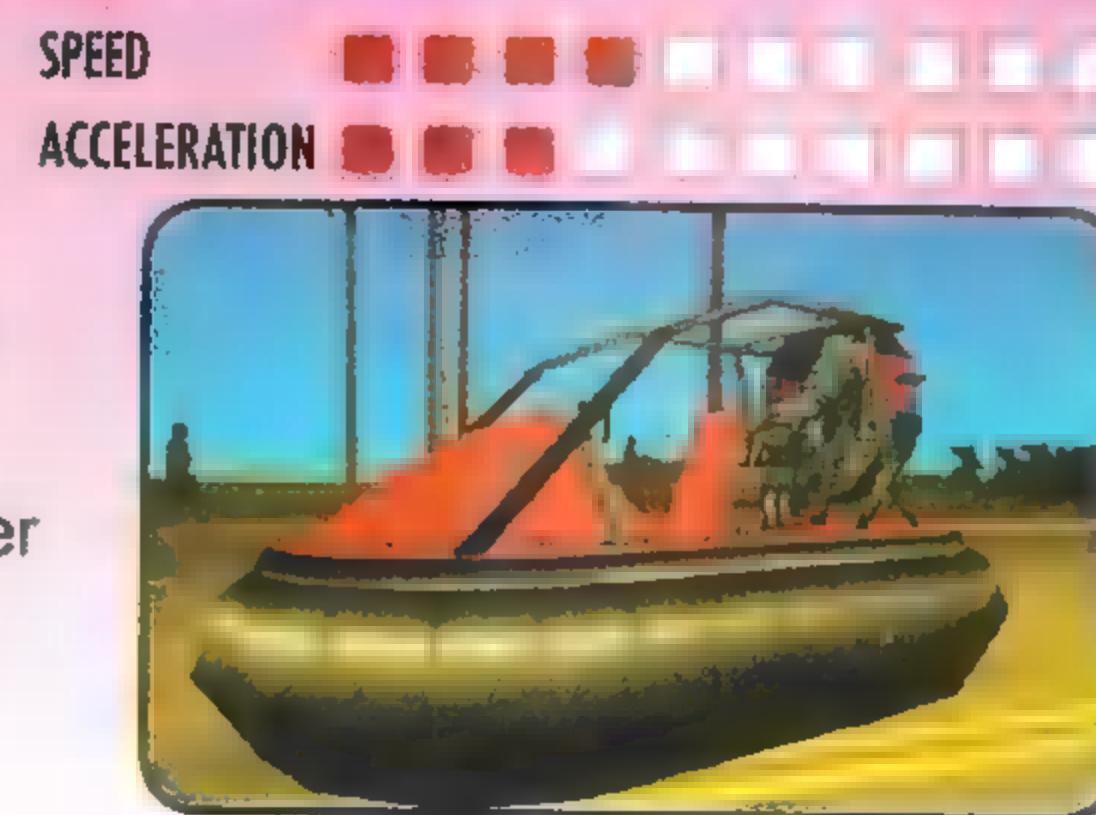
## BF INJECTION

Take it off-road to really appreciate it. Find one on Ocean Beach next to a lifeguard hut to play "Beach Patrol."



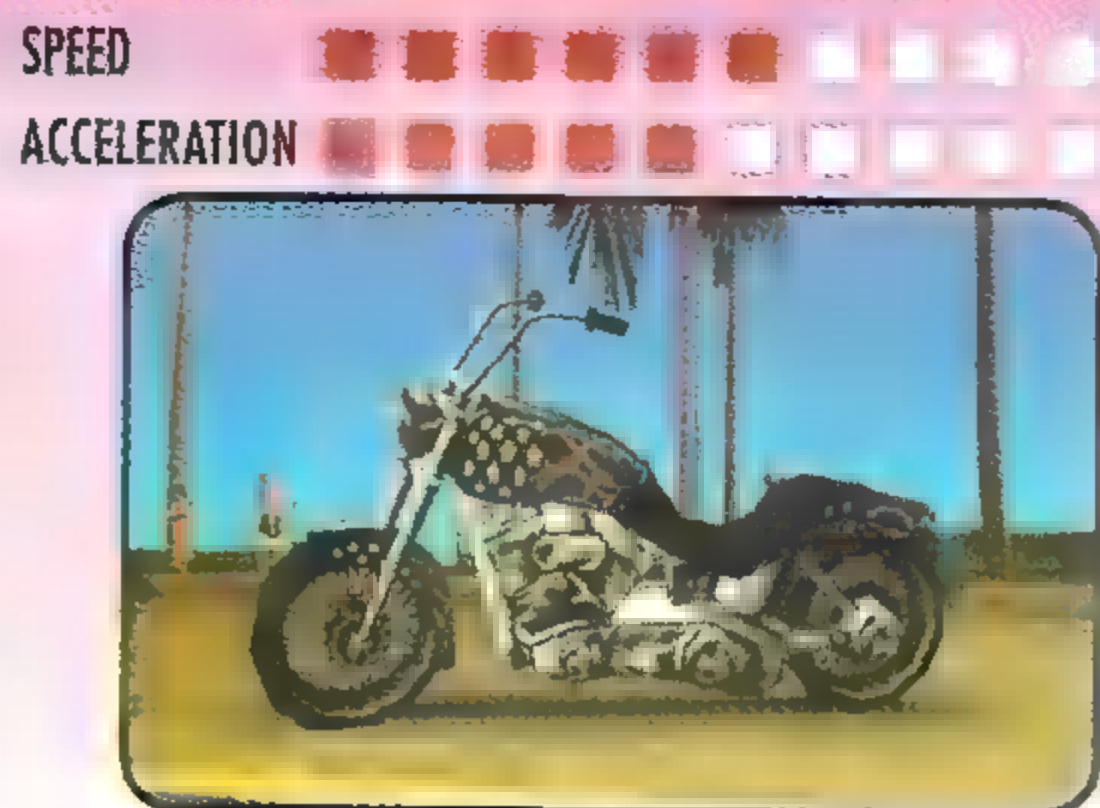
## BOVVER '64

This hovercraft has crazy handling that takes practice to manage. Drives like a Commodore 64 Hover Bovver lawnmower.



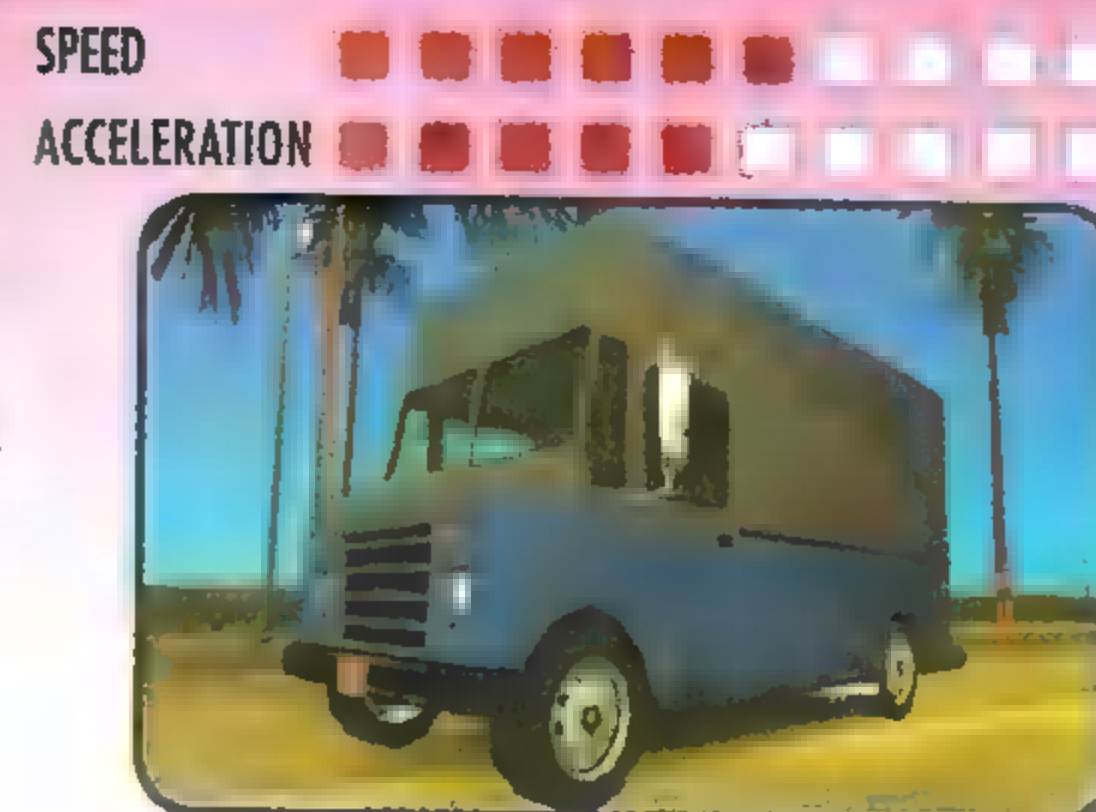
## BIKER ANGEL

Heavy bike; faster, but not as stable as a Wintergreen. You can actually perform a wheelie on this hog. Plow down light poles instead of being thrown by them. Biker gangs' vehicle of choice.



## BOXVILLE

Kentucky's favorite box truck.



## BLISTA COMPACT

Sharp turning radius that's impressive at slow speed, but suicidal when you're burying the needle.



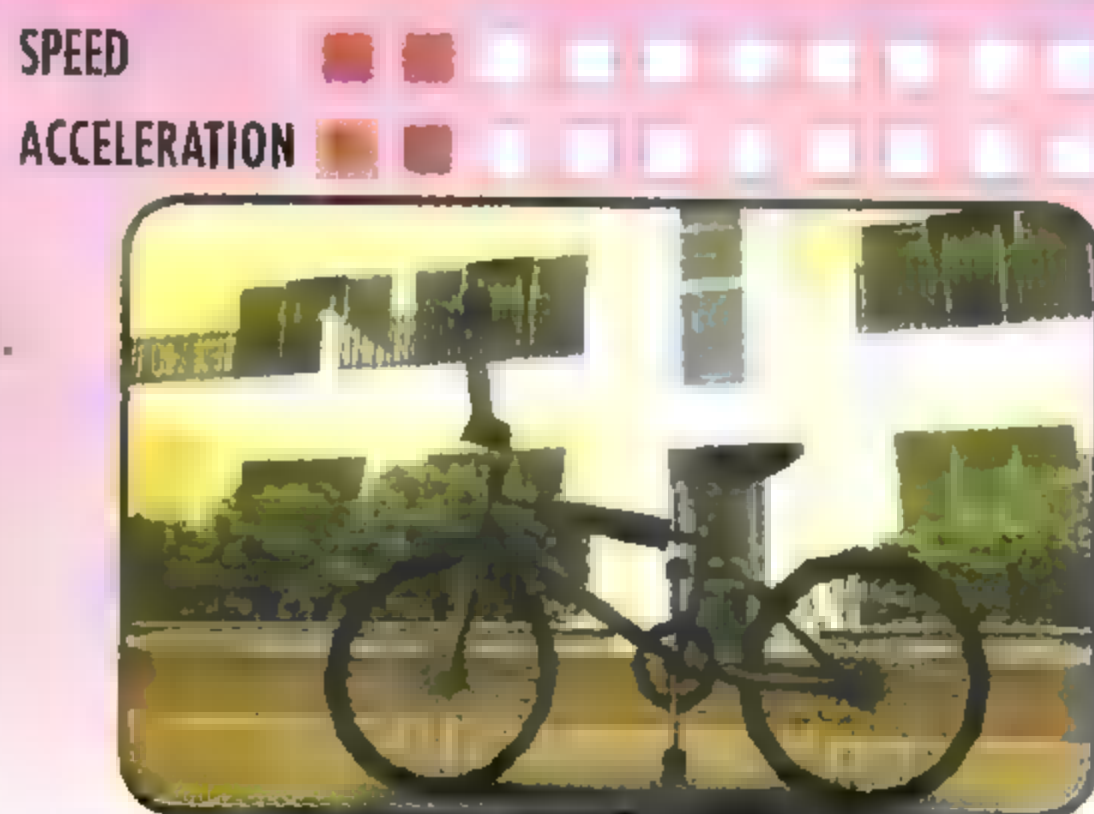
## BULLDOZER

It's a tank without all the running and screaming.



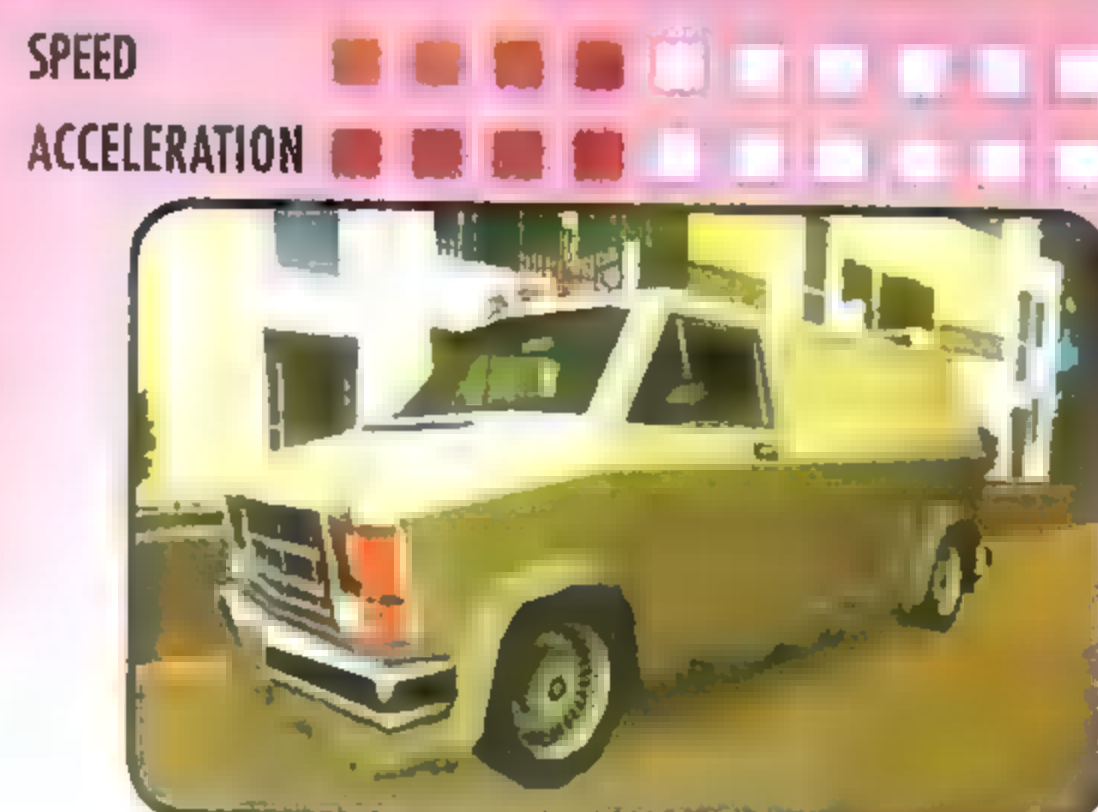
## BMX

Light trick bike. Comes in both boys' and girls' versions. Find one on the dirt track north of Downtown to try "BMX Time Trials."



## BURRITO

Would you like mild, hot, or fire sauce with that?



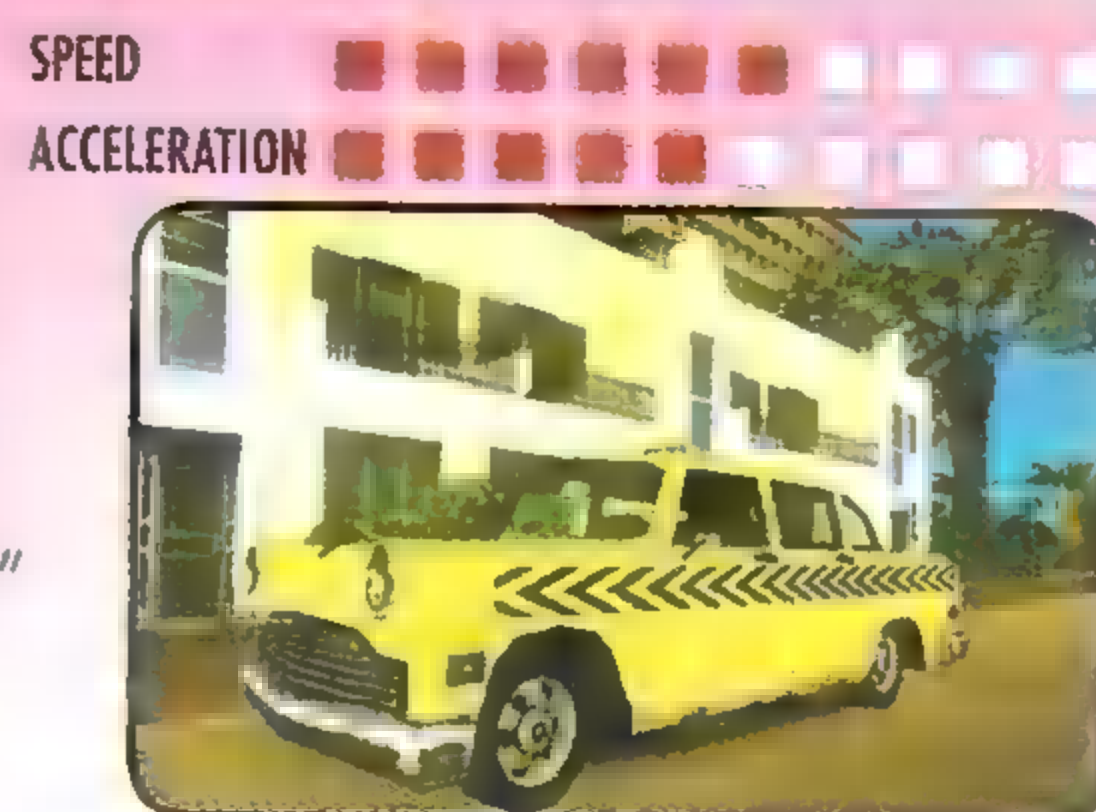
## BOBCAT

Nice drive, but could use a little more pickup.



## CABBIE

Top heavy and wobbly. You can press the Up button to begin "Taxi Driver," but we suggest doing this in a "Taxi."







## CADDY

SPEED

ACCELERATION

Turns on a dime and is almost impossible to permanently overturn. Who's your Caddy?



## COMET

SPEED

ACCELERATION

The Comet has always been very competitive with the Cheetah, Infernus, and the Stinger, but its lighter weight makes the control feel a bit "by the seat of the pants." Still very durable, though.



## CHEETAH

SPEED

ACCELERATION

Great handling and insane speed. The fastest animal on the street is only rivaled by the Infernus.



## CUBAN HERMES

SPEED

ACCELERATION

Those gang bangers really know how to choose their cars. This is way out of the regular Hermes' league—fast and low to the ground—that means great handling.



## CHOLO SABRE

SPEED

ACCELERATION

Seems a little sluggish compared to the normal Sabre and the Sabre Turbo, but it's got attitude and usually a load of gangsters to back it up.



## DELUXO

SPEED

ACCELERATION

Reni's ride. This vehicle could be mistaken for a Blista Compact, but don't let looks deceive you; this is one serious ride—fast with great control.



## COACH

SPEED

ACCELERATION

Find the special Coach on Prawn Island that triggers the "Crash!" Pastime (see our Pastimes map at the end of the Basics chapter).



## DINGHY

KNOTS

ACCELERATION

Speedy pontoon boat with little twin-engines. But come on, really... how big do you need your Dinghy's outboards to be?



## COAST GUARD

KNOTS

ACCELERATION

Keeping smugglers out of Vice City.



## ESPERANTO

SPEED

ACCELERATION

Two-door ghetto cruiser; wobbly, long, and fails the traffic-weaving test.





## FAGGIO

Slow, but safe. Good for moving cautiously through heavy traffic. Just like any bike, you can use forward drive-bys.

SPEED   
ACCELERATION 



## FORKLIFT



Press the Left and Right buttons to raise and lower the forks.

SPEED   
ACCELERATION 



## FBI RANCHER

Press Up for the "Vigilante" Pastime. Press Down to turn sirens on and off.

SPEED   
ACCELERATION 



## FREEWAY



This hog is a little slower off the line than the Biker Angel, making it much tougher to perform a wheelie.

SPEED   
ACCELERATION 



## FBI WASHINGTON

A decent four-door sedan. Press Up for the "Vigilante" Pastime. Press Down to switch sirens on and off.

SPEED   
ACCELERATION 




## GANG RANCHER

Not quite as fast as the FBI Rancher. It has a wide wheelbase for better handling.

SPEED   
ACCELERATION 



## FIRE TRUCK

Press Up to begin the "Fire Fighter" Pastime. Press Left and Right to swivel the hose. Tilt the analog stick up and down to adjust the water height. Press  to fire water cannon.

SPEED   
ACCELERATION 



## GLENDALE

A better drive than you might expect from this vintage car.

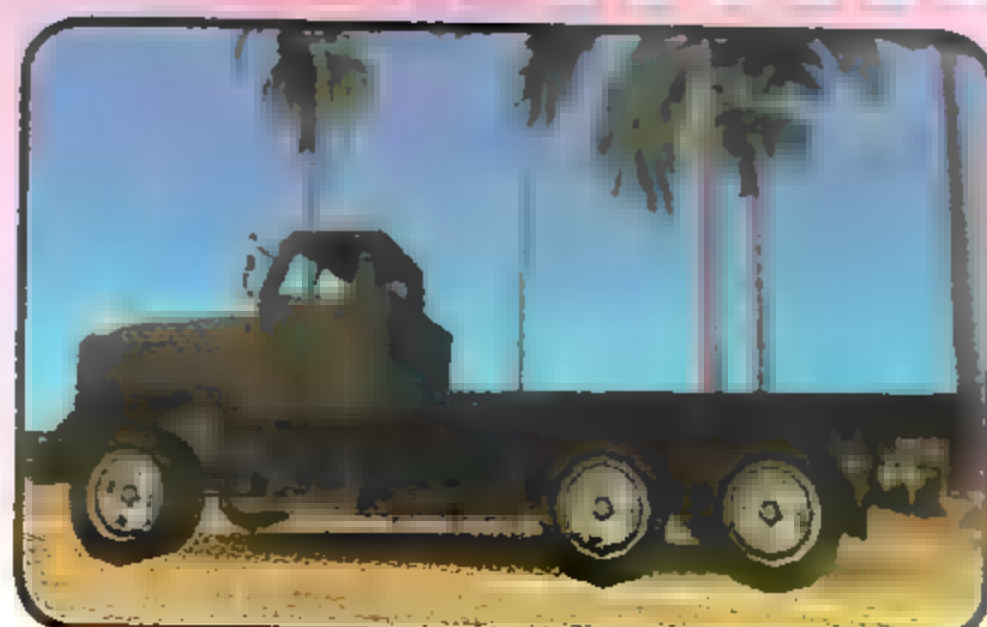
SPEED   
ACCELERATION 



## FLATBED

This big truck is slow, but it will get you there.

SPEED   
ACCELERATION 



## GREENWOOD

Four-door jalopy with surprisingly good speed and handling. A little squirrely when trying to recover from sharp weaving.

SPEED   
ACCELERATION 







## HERMES

Cuban Hermes puts this one to shame.

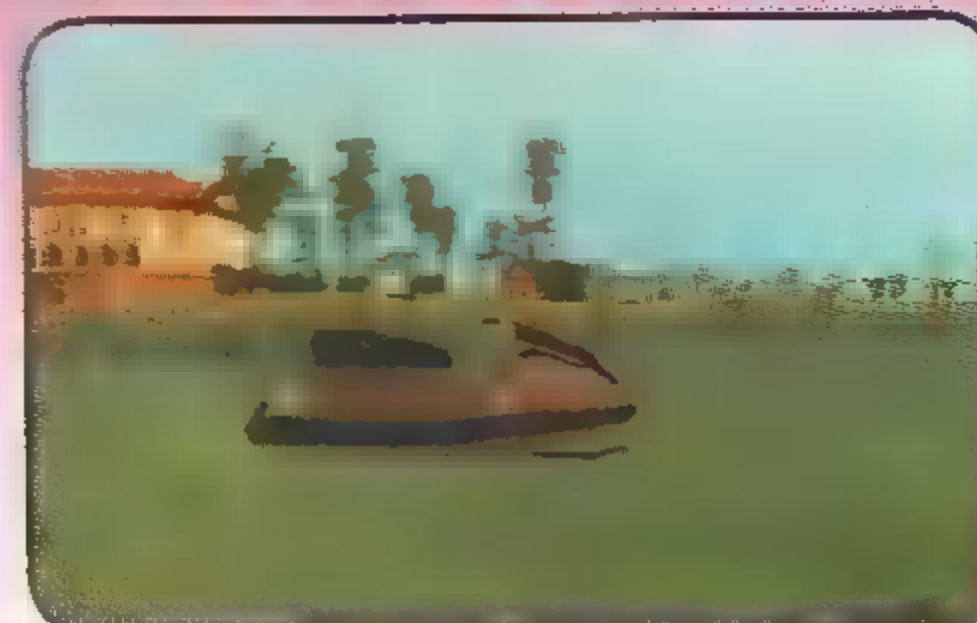
SPEED   
ACCELERATION



## JET SKI

This is the fastest little fish in the water. Turn 360s with the R button + speed. Find one at Pier 1, Ocean Beach, and on a pier east of Leaf Links (north of the Vice Point Pay 'n' Spray), and one behind the movie studio on Prawn Island.

KNOTS   
ACCELERATION



## HUNTER

This is the fastest helicopter in the game, but it comes with a price: the handling is tricky. Press to fire cannons; + to fire the missiles. Press Up to begin the "Vigilante" Pastime. You can find a Hunter at the airport once you complete all Main Story missions. Entering the Hunter triggers the "Hunter Target" Pastime.

AIR SPEED   
HANDLING



## LANDSTALKER

Rolls easily with speed and sharp corners.

SPEED   
ACCELERATION



## IDAHO

Slow acceleration, but it eventually gets up to speed.

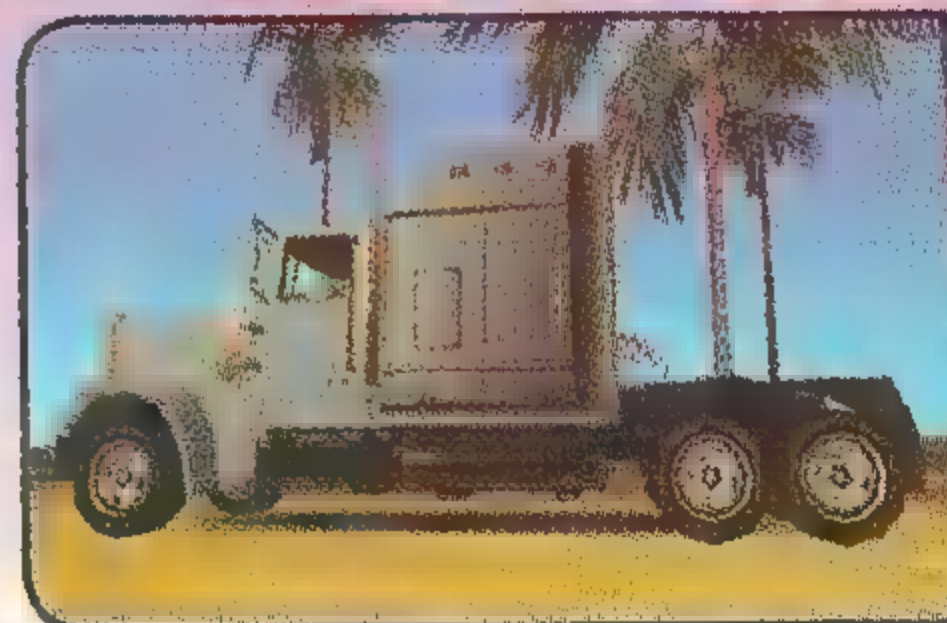
SPEED   
ACCELERATION



## LINERUNNER

This heavy behemoth goes faster than it appears, even when driving it; being up higher makes it look like you're going slower. Great for running police blockades.

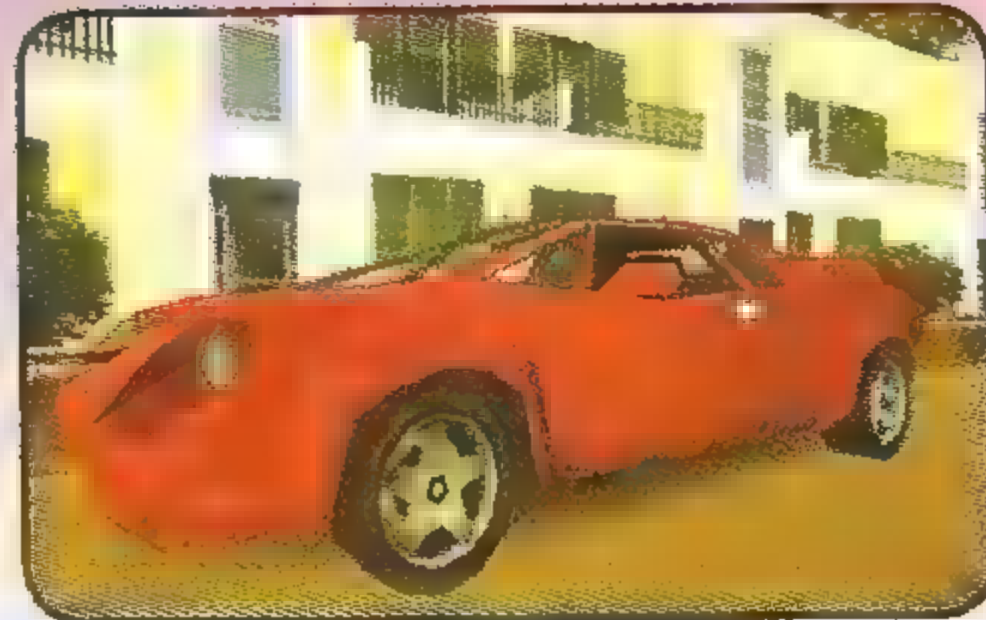
SPEED   
ACCELERATION



## INFERNUS

This bullet seems to have just a little more to offer than any other sports car in the game. Very fast, great handling, and fun to drive.

SPEED   
ACCELERATION



## LITTLE WILLIE

Press to fire cannons. Find one in the Little Haiti dump when the bridges open. You can also purchase these from your Vice Point suite safe house's rooftop helipad.

AIR SPEED   
HANDLING



## JETMAX

Great speedboat, great handling, and fair cornering.

KNOTS   
ACCELERATION



## MANANA

Improved performance from previous Grand Theft Auto games.

SPEED   
ACCELERATION





# CLE SHOWROOM

## MARQUIS

**SPEED**  

**ACCELERATION**  

Sailboat that's faster than the Rio. The tall mast miraculously goes under low bridges without taking damage.



## MAVERICK

**AIR SPEED**  

**HANDLING**  

The best handling helicopter in the game. Good speed and easy to control.



MESA GRANDE




**SPEED**  

**ACCELERATION**  

Excellent torque, slow on pavement, great off-road handling.



MOONBEAM

**SPEED**   

**ACCELERATION**   

Very slow van. Trade it in for a Rumpo.



MR. WHOOP-EE

**SPEED**   

**ACCELERATION**   

Usually found at the Vice Point fairgrounds.



MULE

**SPEED**  **ACCELERATION** 

The Mule is well named—  
it hauls and it's slow.

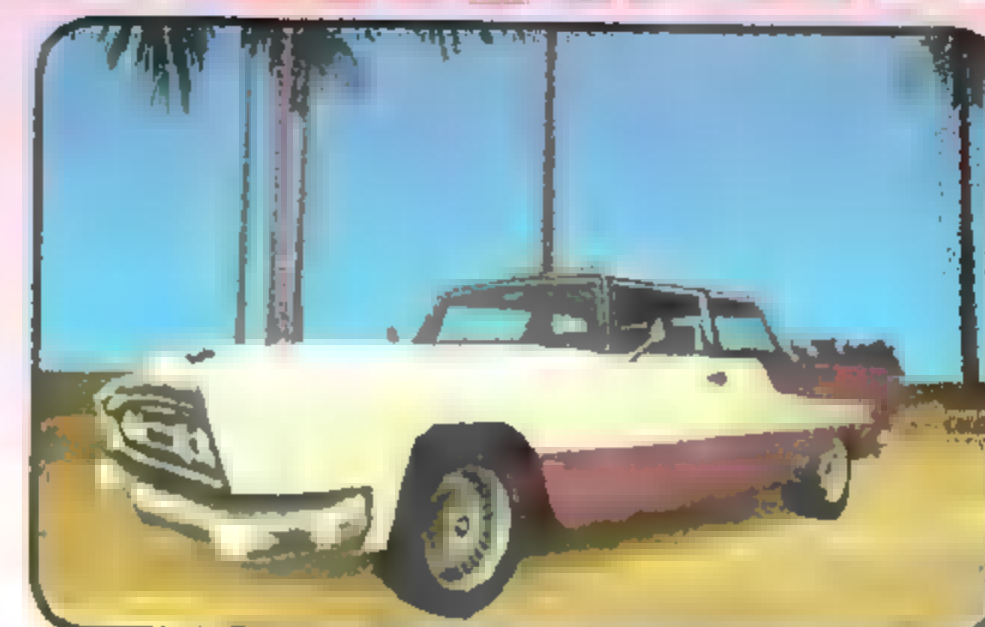


# OCEANIC

**SPEED**  

**ACCELERATION**  

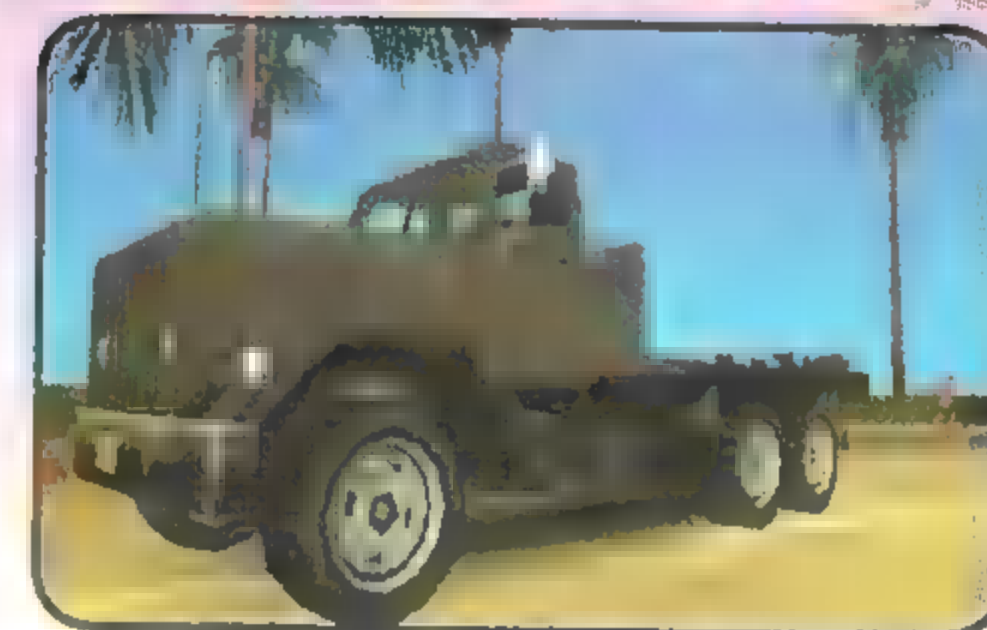
This vehicle is fairly rare and the Civil Asset Forfeiture Impound lot is looking for one. Find one parked in Ocean Beach.



# PACKER

**SPEED**  **ACCELERATION** 

Drive this when you need to be big more than you need to be fast.

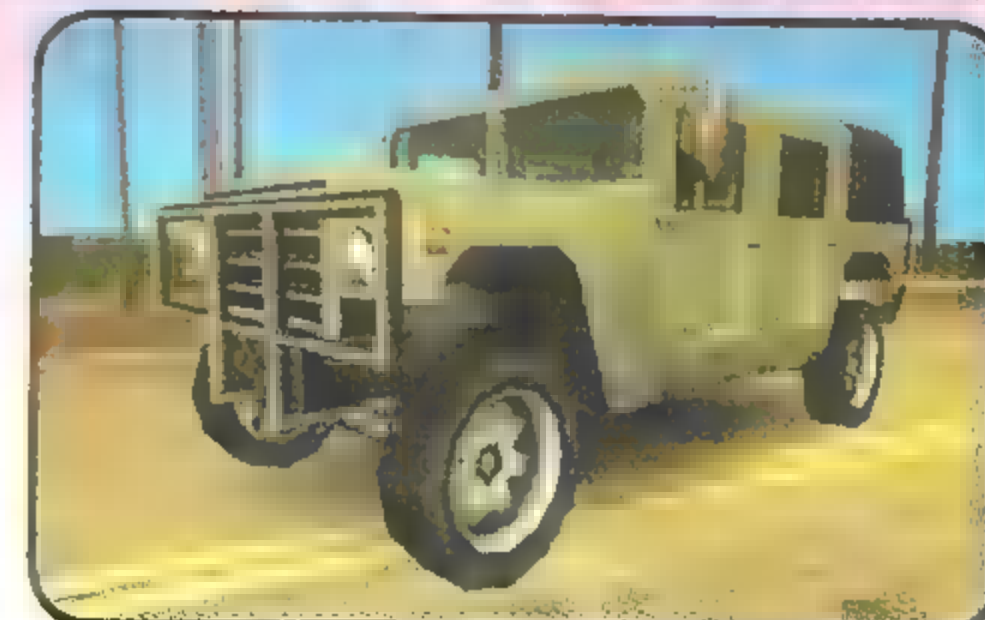


PATRIOT


**SPEED** 

**ACCELERATION** 

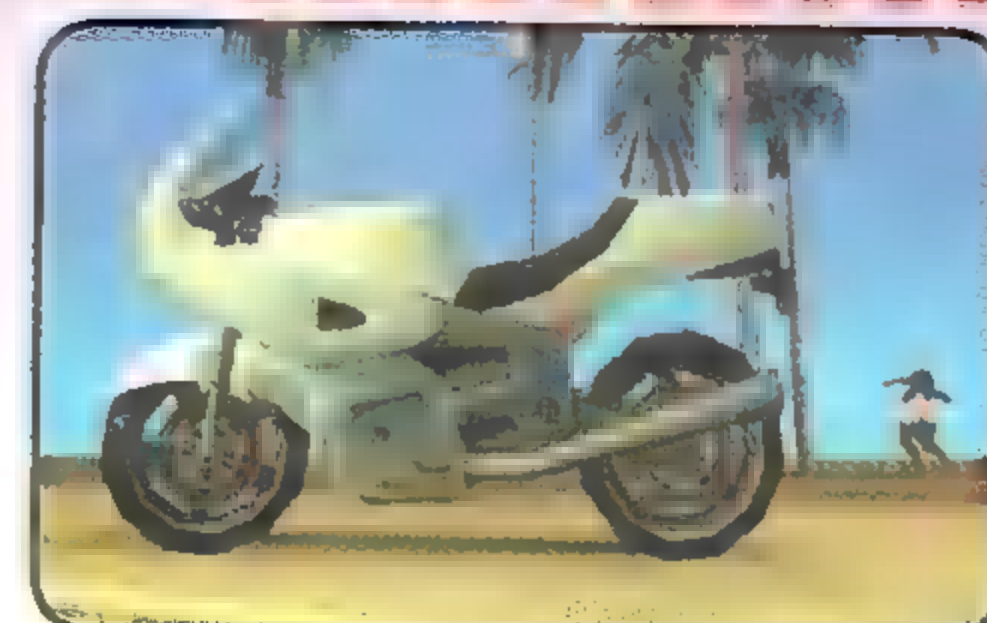
Great, well-rounded military transport vehicle.



## PCJ 6000

**SPEED**  **ACCELERATION** 

This motorcycle has the best acceleration of all the vehicles in the game, and its lightweight makes it great for Unique Stunt Jumps.






## PERENNIAL

Louise Cassidy-Williams' sister can't function without one of these.

SPEED   
ACCELERATION 



## PREDATOR

Press  to fire this police boat's cannons.

KNOTS   
ACCELERATION 



## PHOENIX

Fast muscle car, but not much for control when weaving in and out of traffic.

SPEED   
ACCELERATION 



## QUAD

Shines off-road. It's power makes it especially fast on pavement, which also increases instability. Keep it off-road. Find the one on the dirt track north of Downtown to play the Quad Bike Time Trials.

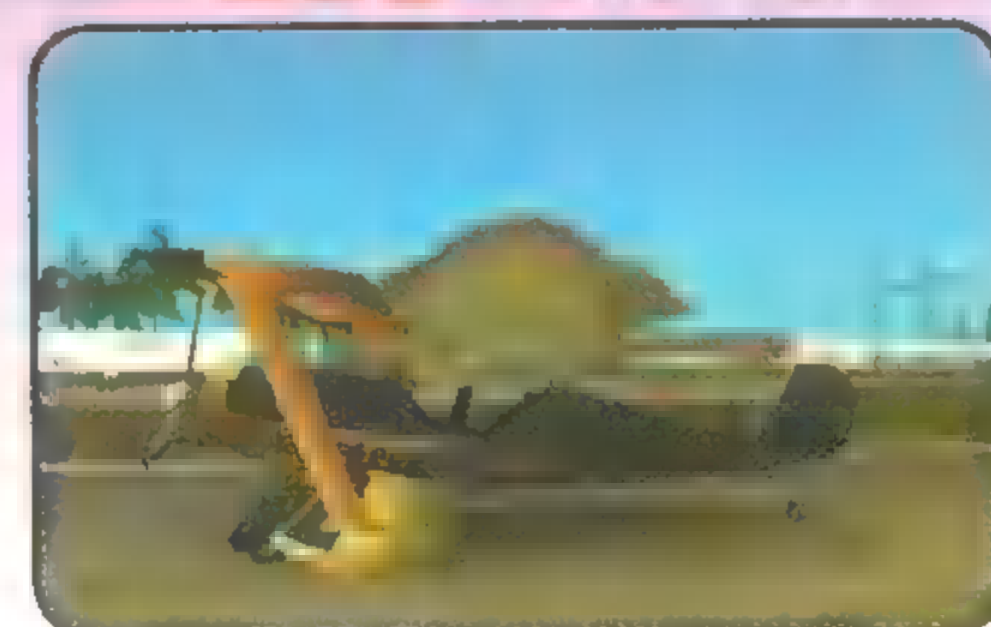
SPEED   
ACCELERATION 



## PITTS



This biplane's maneuverability is the pits. Slow acceleration also makes it difficult to recover from aeronautical mishaps. Very fun to fly once you have airspeed maxed.

AIR SPEED   
ACCELERATION 



## REEFER

A slow fishing boat that's in hot demand at the Civil Asset Forfeiture Impound lot.

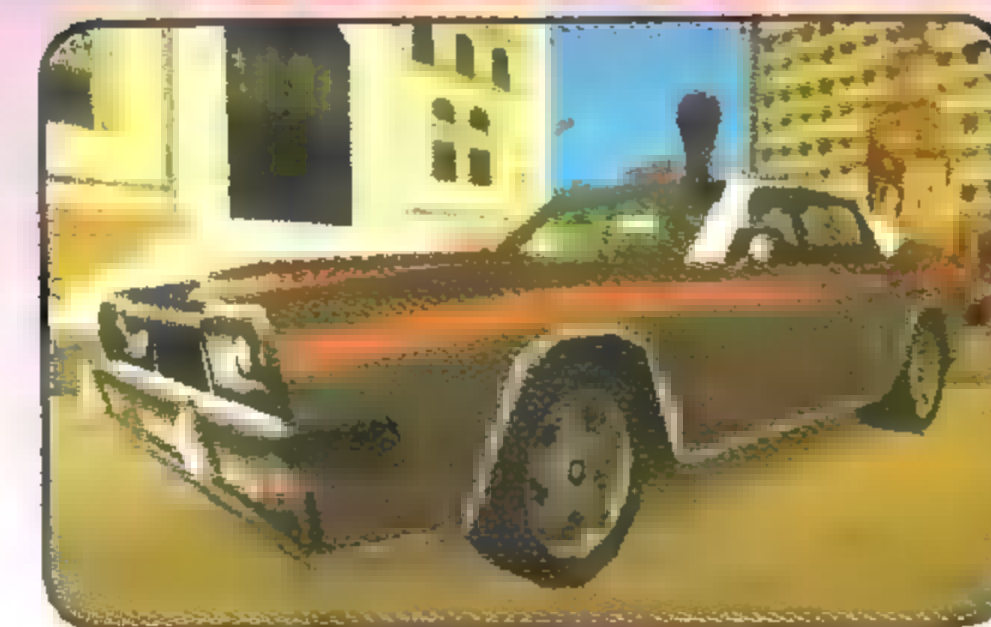
KNOTS   
ACCELERATION 



## POLARIS V8

This is a great new addition to the muscle car category in the world of Grand Theft Auto. You can almost feel the engine rumble.

SPEED   
ACCELERATION 



## REGINA

Makes you wish you were in a Perennial.

SPEED   
ACCELERATION 




## PONY

A Civil Asset Forfeiture must-have.

SPEED   
ACCELERATION 



## RHINO

Press Up for the "Vigilante" Pastime. Press Left and Right to rotate turret. Press  to fire cannon. Try to acquire one from a six-badge Wanted Level when the army shows up. The doors of the Fort Baxter Rhino unlock after completing all Main Story missions.

SPEED   
ACCELERATION 





## RIO

Gotta love that moving mast and stern windmill. The mast moves when you make extreme directional changes and the windmill spins and rotates with the direction of the wind. This sailboat's a bit slow, though. Perform drive-bys in it and press the R button for tighter turns.

KNOTS

ACCELERATION



## SANDKING

Great off-road vehicle. Find one parked on the side of the road in Ocean Beach.

SPEED

ACCELERATION



## RUMPO

Your typical no-frills van.

SPEED

ACCELERATION



## SCARAB

Speedboat with smaller twin-engines than the Squalo, but still gives it a run for the money. Also has a great turning radius using the R button + speed.

KNOTS

ACCELERATION



## SABRE


Great, well-rounded muscle car.

SPEED

ACCELERATION



## SEA SPARROW

Press  to fire the cannons. This chopper can take off and land on water. Find one during the "Multi Vehicle Race" Pastime.

AIR SPEED

HANDLING



## SABRE TURBO

The turbo addition gives the vehicle a little more acceleration while maintaining the same top speed as the normal Sabre.

SPEED

ACCELERATION

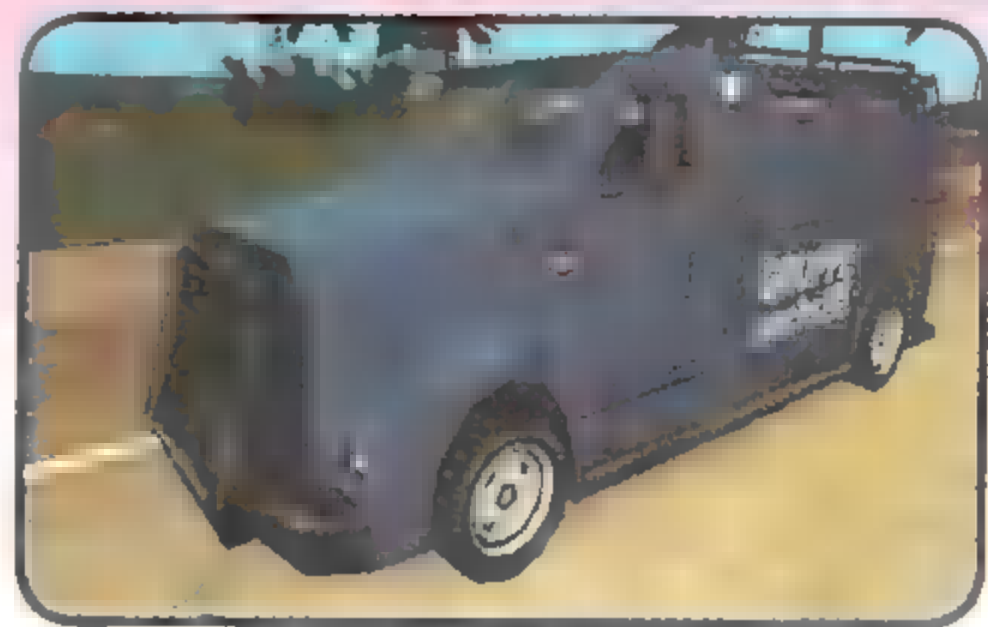


## SECURICAR

Durable with slow acceleration. Give it time; it'll eventually get up to speed.

SPEED

ACCELERATION



## SANCHEZ

Get on the one parked on the dirt track north of Downtown to play the "Sanchez Time Trial" Pastime.

SPEED

ACCELERATION



## SENTINEL

A well-rounded vehicle.

SPEED

ACCELERATION







## SENTINEL XS

SPEED   
ACCELERATION 

The sportier luxury version of the Sentinel. Bigger engine gives it better top speed and horsepower.



## SQUALO

KNOTS   
ACCELERATION 

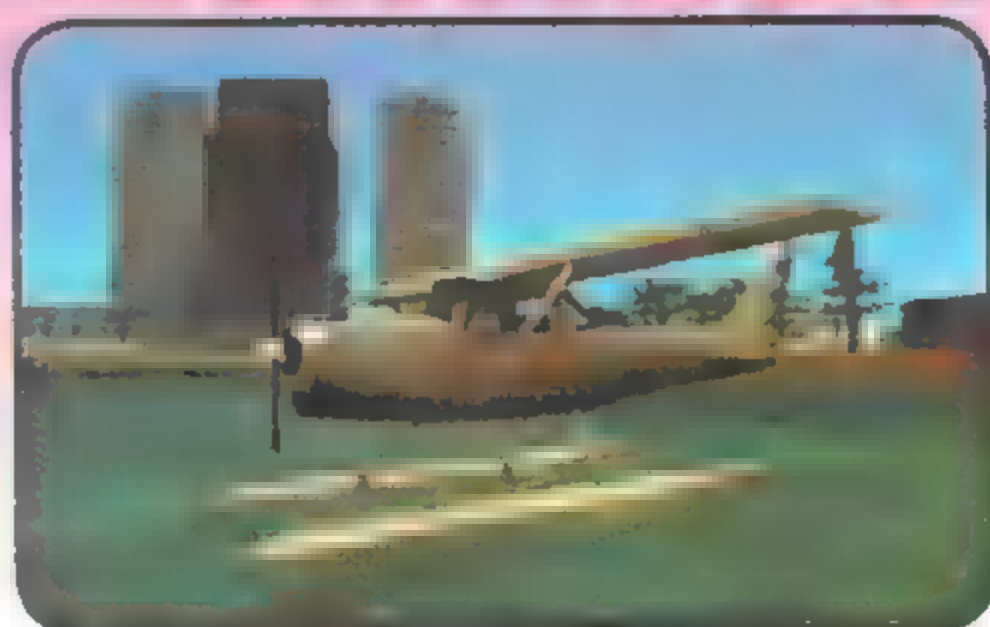
Twin-engine speedboat with a cool spoiler. Sharp turning radius.



## SKIMMER

AIR SPEED   
ACCELERATION 

Want to get somewhere fast? Get the Skimmer. This pontoon plane is parked at the pier just south of the Downtown Police Station.



## STALLION

SPEED   
ACCELERATION 

Decent performance, but handling is a bit wobbly.



## SPARROW

AIR SPEED   
HANDLING 

Light chopper. No cannons like its water-ready brother, the Sea Sparrow. Find it on a helipad at the airport when the bridges open.



## STINGER

SPEED   
ACCELERATION 

Fast convertible. Hangs with the fastest of them.



## SPEEDER

KNOTS   
ACCELERATION 

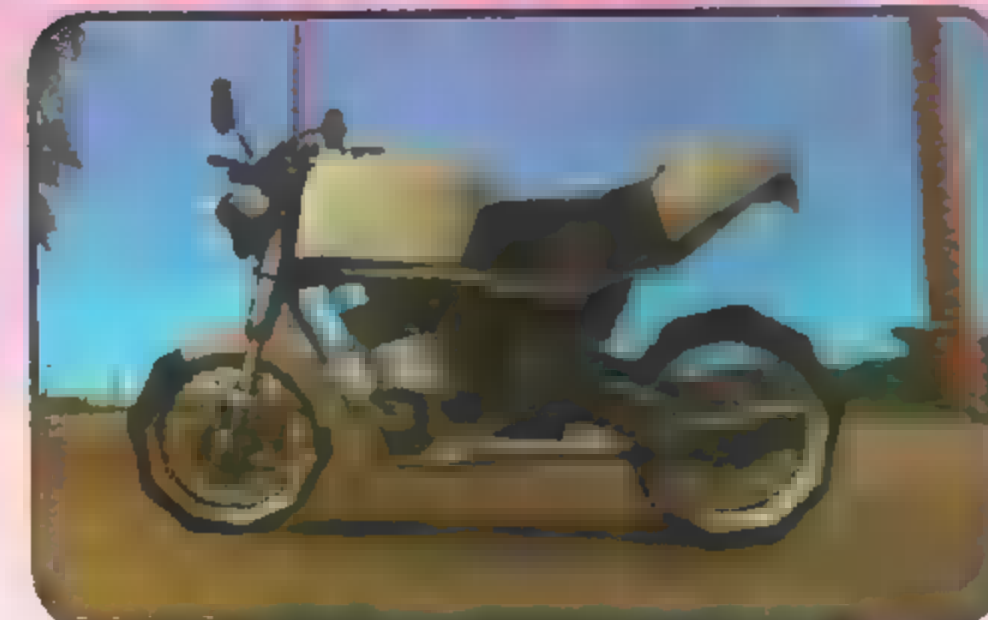
This boat can really move on the open water.



## STREETFIGHTER

SPEED   
ACCELERATION 

Looks awesome, rides great, but it's no PCJ 600.



## SPLITZ-6 ATV

SPEED   
ACCELERATION 

This vehicle is unlocked and purchasable at your Compound safe house after completing "From Zero to Hero."



## STRETCH

SPEED   
ACCELERATION 

Get a bulletproof version by completing "Kill Phil" and then purchasing it at Sunshine Autos.





## TAXI

SPEED   
ACCELERATION 

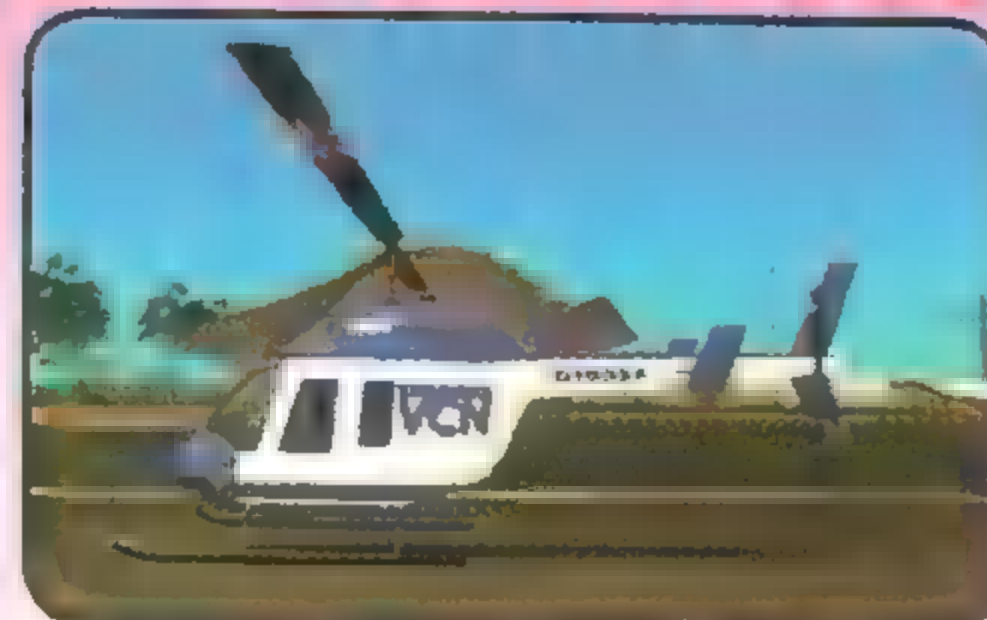
Press Up for the "Taxi Driver" Pastime. The Taxi is much better for this challenge than the top-heavy Cabbie.



## VCN MAVERICK

AIR SPEED   
HANDLING 

Vice City News chopper.



## TRASHMASTER

SPEED   
ACCELERATION 

This ride stinks.



## VCPD CHEETAH

SPEED   
ACCELERATION 

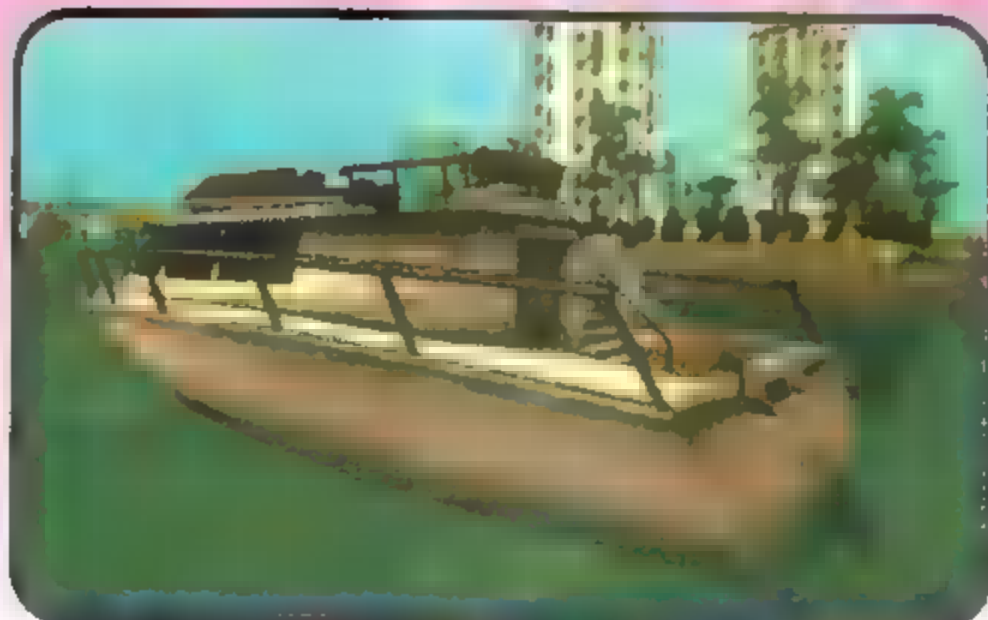
Vice vehicle. Press Up to begin the "Vigilante" Pastime. Press Down to turn the siren on and off.



## TROPICO

KNOTS   
ACCELERATION 

Nice yacht, but it would be tough to beat a Rio in a race.




## VCPD CRUISER

SPEED   
ACCELERATION 

Enter and get a free shotgun. Press Up to begin the "Vigilante" Pastime. Press Down to turn sirens on and off.



## VCPD ENFORCER

SPEED   
ACCELERATION 

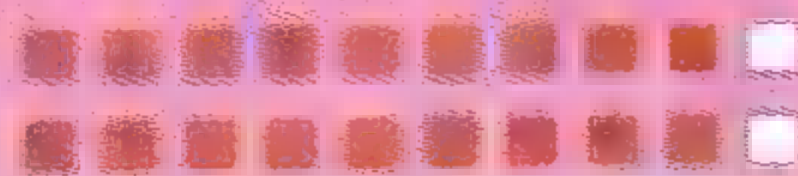
Full armor is given when you enter this vehicle. Press Up to begin the "Vigilante" Pastime and Down to turn sirens on and off.





## VCPD MAVERICK

AIR SPEED  
HANDLING



No weapons, no Vigilante.



## WALTON

SPEED

ACCELERATION



Surprisingly good handling for a farm vehicle.

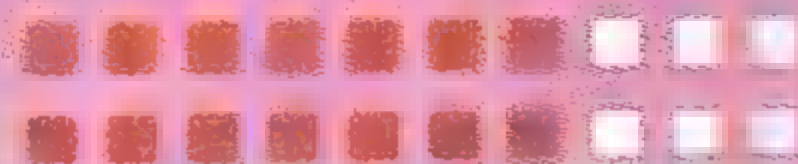


## VCPD

### WINTERGREEN

Press Up to begin the "Vigilante" Pastime. Great for getting through traffic and shooting ahead of you, drive-by style.

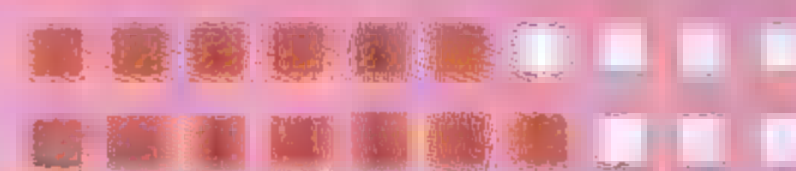
SPEED  
ACCELERATION



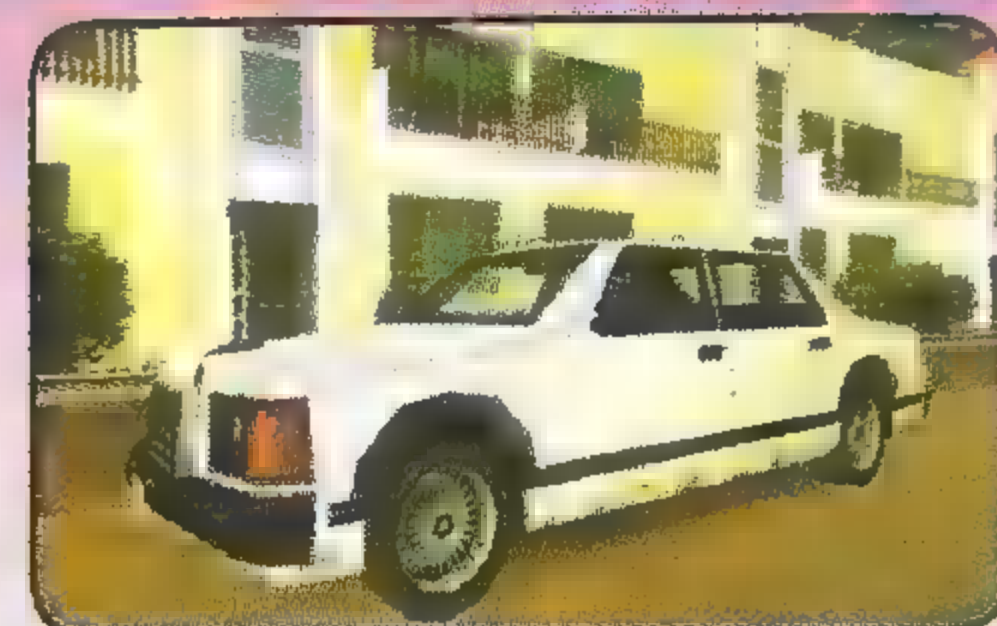
## WASHINGTON

SPEED

ACCELERATION

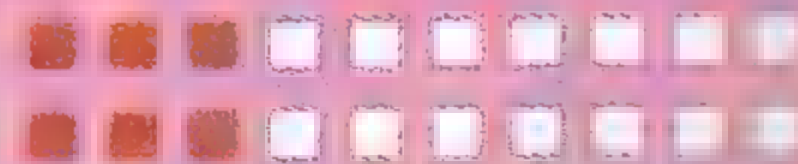


Doesn't quite have the glamour, handling, or speed of an FBI Washington.

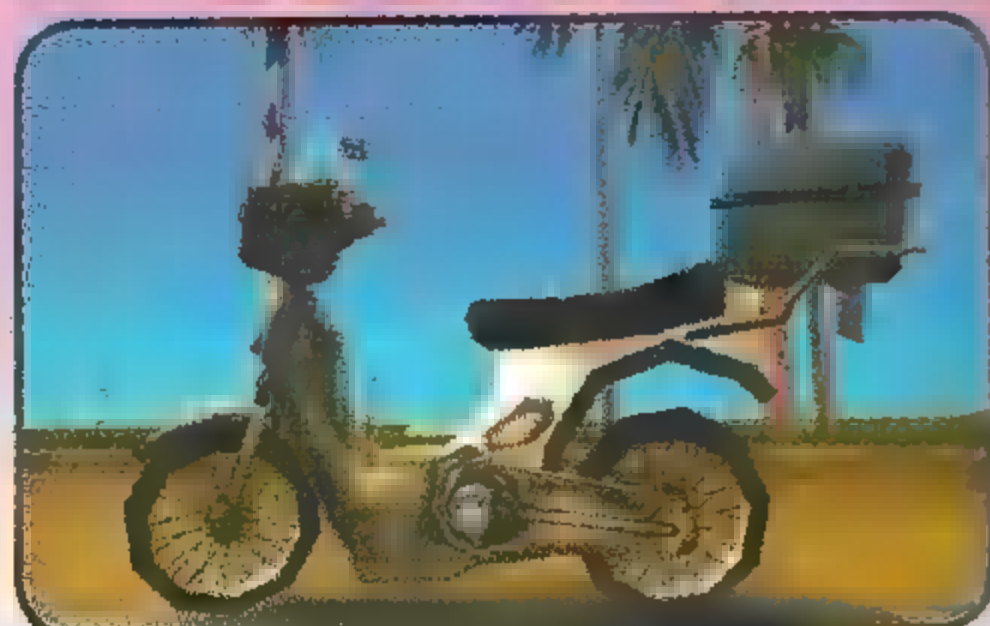


## VENTOSO

SPEED  
ACCELERATION



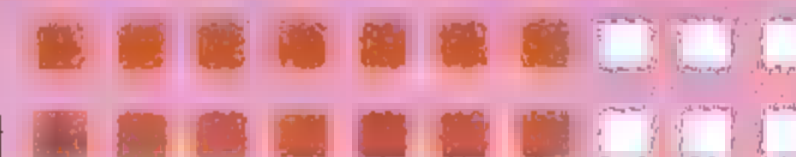
Delivery moped.



## WINTERGREEN

SPEED

ACCELERATION



Heavy bike; you're less likely to fall during small collisions.



## VIRGO

SPEED  
ACCELERATION



Average speed and poor acceleration. Don't get your hopes up.



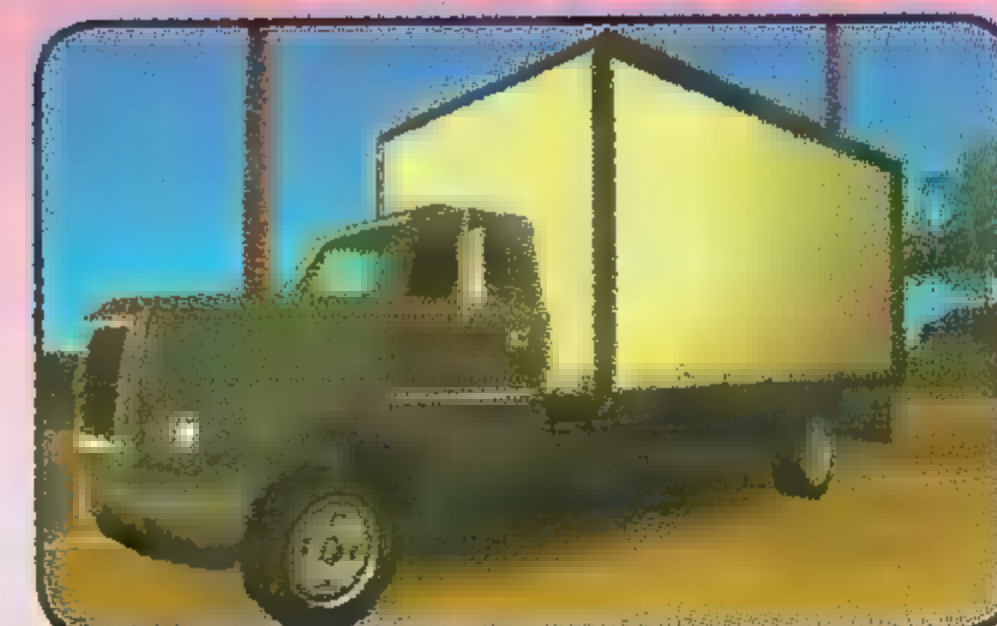
## YANKEE

SPEED

ACCELERATION



Very large, heavy, and slow delivery truck.

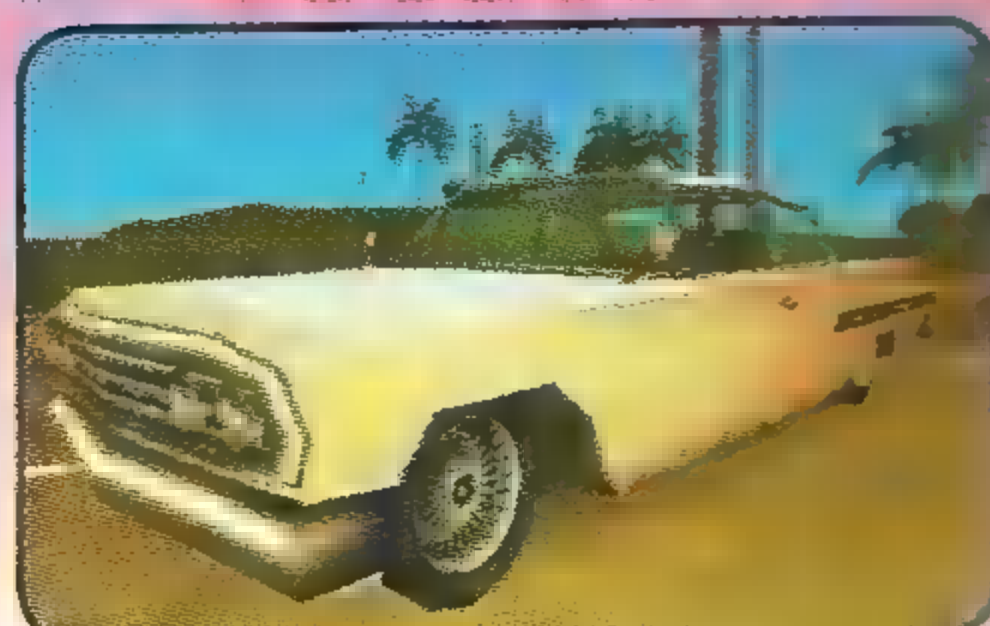


## VOODOO

SPEED  
ACCELERATION



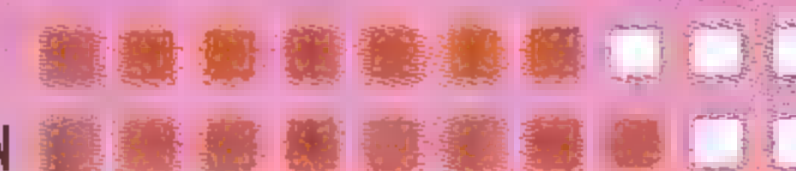
Not too fast; wobbly while weaving in and out of traffic.



## YOLA

KNOTS

ACCELERATION



This wooden boat doesn't look like much, but it pulls up anchor and moves.





## MAIN CHARACTERS

### VICTOR VANCE

Vic is a 28-year old US Soldier—clean as a whistle, no priors. He joined the service to help support his family, especially his ailing brother who is in need of continual medical attention—not to be confused with selfish and scheming brother, Lance Vance. Vic's inexorable drive to support his family is his weakness and the promise of easy money and so-called friends are the catalyst to his corruption.



### LANCE VANCE

Vic's erratic, needy, lying, conniving, and entirely idiotic brother. Lance desperately wants to be the 'man' of the family and intends to lie, steal, and cheat his way to that position.



### PAL CASSIDY

American veteran, with arms dealing aspirations—a real red neck republican, alcoholic. He claims to have been in the army, but he may be overstating things. Military records indicate he applied on multiple occasions, but to date all show rejections.







## REN WASSULMAIER

Coke-obsessed film producer, currently making commercials at the Prawn Island studios and desperate to gain recognition as an artist. Snorts most of the film budgets; hence, his commercials tend to be rubbish. He's a great source for drug contacts. Looks like Steve Strange at his costumed '80s best. Has had transgender surgery several times.

## MARTY J. L. AMES

White trash hoodlum—'boss' of his trailer park, but a real low life. Beats his wife (Louise) and believes himself to be the hillbilly Scarface.

## RICARDO DIAZ

Erratic coke dealer, at war with the Mendez's and various other cartels. Along with the Mendez brothers, Ricardo is one of the three wealthiest coke dealers in the city. It's his firm intention to become Vice City's 'King of Coke'—controlling all the action in town.





## MAIN CHARACTERS

### VIC LANCE

Vic and Lance's mother—drug addict, degenerate. She wouldn't think twice about screwing over her sons if it meant she could make her next hit.

### GONZALEZ

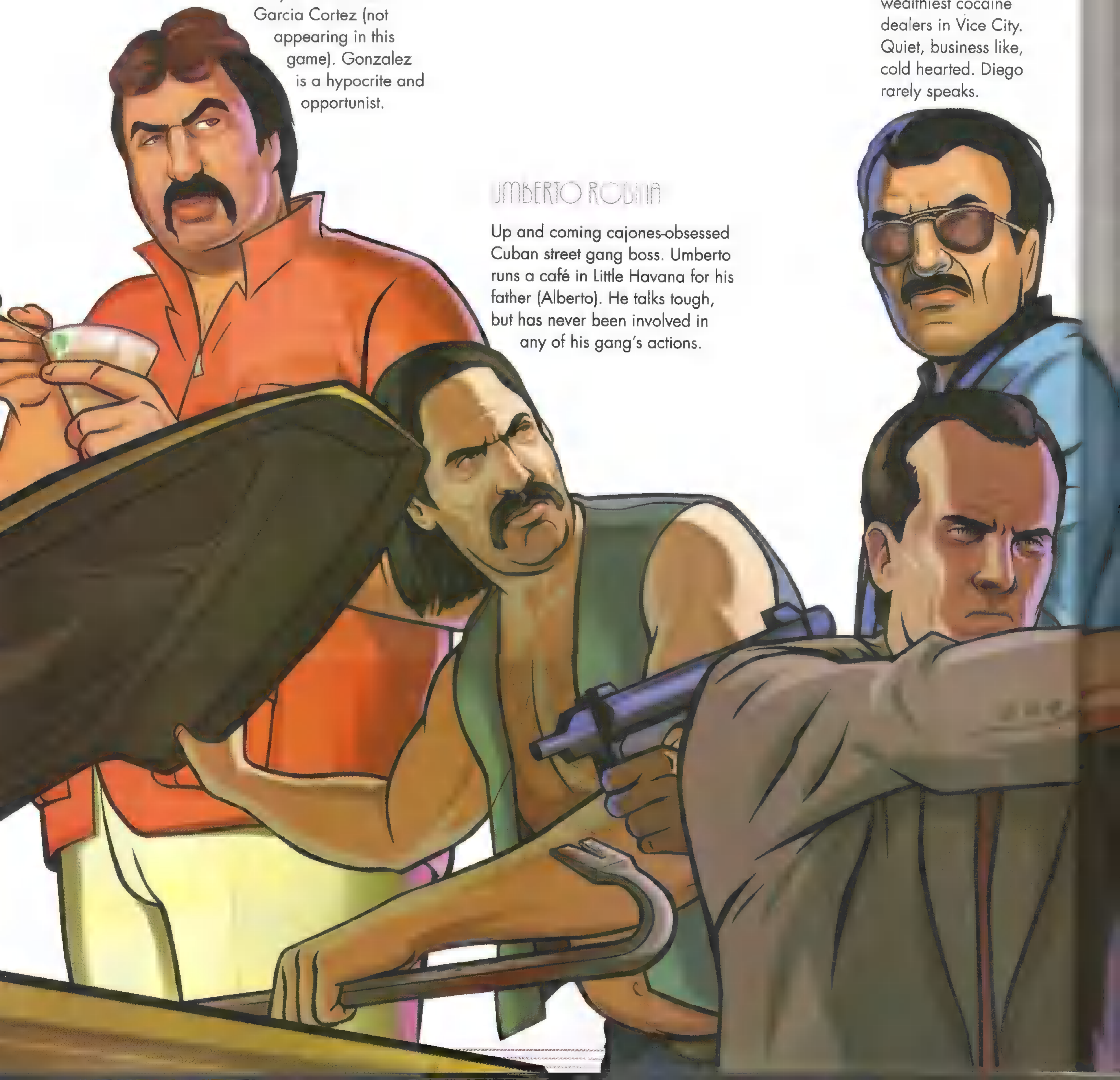
Envoy to Colonel Juan Garcia Cortez (not appearing in this game). Gonzalez is a hypocrite and opportunist.

### ARMANDO AND DIEGO MENDEZ

Two of the three wealthiest cocaine dealers in Vice City. Quiet, business like, cold hearted. Diego rarely speaks.

### UMBERTO ROMANA

Up and coming cajones-obsessed Cuban street gang boss. Umberto runs a café in Little Havana for his father (Alberto). He talks tough, but has never been involved in any of his gang's actions.







### SGT JERRY MARTINEZ

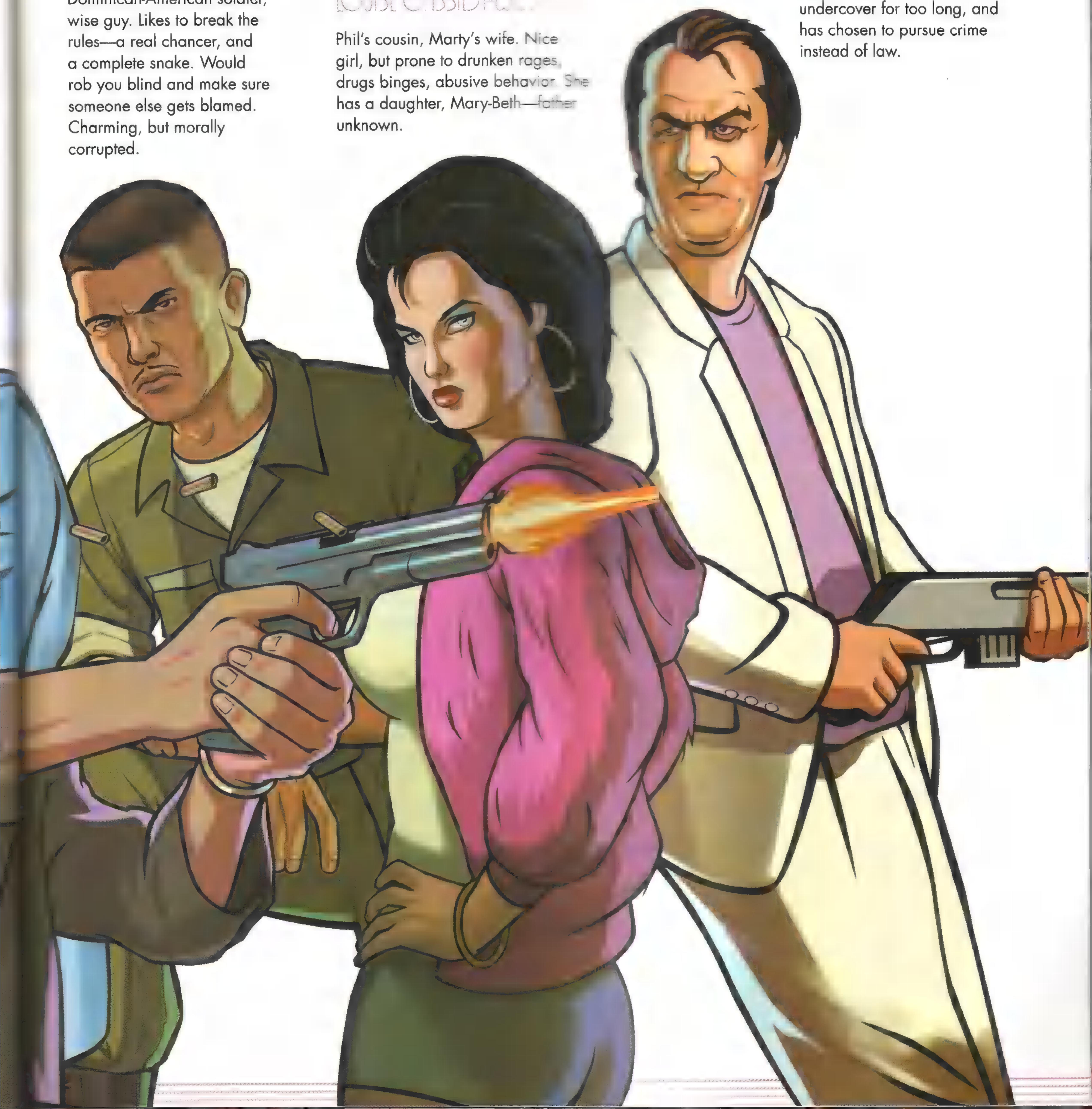
Dominican-American soldier, wise guy. Likes to break the rules—a real chancer, and a complete snake. Would rob you blind and make sure someone else gets blamed. Charming, but morally corrupted.

### LOUISE CASSIDY-WELLS

Phil's cousin, Marty's wife. Nice girl, but prone to drunken rages, drugs binges, abusive behavior. She has a daughter, Mary-Beth—father unknown.

### BRYAN FORBES

DEA agent. He's a self confident, irritating, relaxed, smug, bribe-taking official, who likes to party. Has been deep undercover for too long, and has chosen to pursue crime instead of law.





## MULTIPLAYER MISSIONS

### MULTIPLAYER MISSIONS

Multiplayer is only possible with at least two PSPs and two Vice City Stories UMDs.

### GRAND THEFT AUTO

**Type: Car Collection**

**Gameplay Style: Free for All**

#### OBJECTIVE

Players must collect cars that are scattered around Vice City and deliver them to different locations.

#### RULES

- You don't know the delivery destination until you're in the collection vehicle.
- Cash is awarded based on the condition of the cars once they are delivered.
- The player who reaches the cash target first wins this game.

### VICE CITY SURVIVOR

**Type: Death Match**

**Gameplay Style: Free for All & Gang/Team**

#### FREE FOR ALL OBJECTIVE

This game is every man for himself. You must kill the other players.

#### FREE FOR ALL RULES

- The first player to reach the Kill Limit or has the most kills when the Time Limit has been reached, wins the game
- Killing another player earns you one point
- Dying costs you one point

#### GANGS/TEAMS OBJECTIVE

Kill the opposing gang members.

### GANGS/TEAMS RULES

The first Gang to reach the Kill Limit or has the most kills when the Time Limit has been reached wins the game.

### PROTECTION RACKET

**Type: Defend the Base**

**Gameplay Style: Gang/Team**

#### ATTACKERS WITH OBJECTIVE

The gang that destroys the other gang's vehicles the fastest wins.

#### DEFENDERS WITH OBJECTIVE

Defend the vehicles at your base from incoming attackers.

#### RULES

- This is a two-round game.
- Each gang is automatically assigned to the "Defending" and "Attacking" roles.
- An on-screen timer tracks the time it takes for the "Attacking" gang to destroy the base in the first round.
- Once all four cars contained in the defender's base have been destroyed, the roles of the "Attacking" and "Defending" gangs switch, and the second round begins.
- The time it took for the base to be destroyed in the first round is displayed on screen and begins counting down.
- The new "attacking" gang must now destroy the base within this time limit or the other gang wins.





## TAKEN FOR A RIDE

**Type: Capture the Flag**

**Gameplay Style: Gang/Team**

### OBJECTIVE

Each gang steals the opposing gang's car and returns it to their own base while protecting their own gang car from being stolen. The first gang to reach the Capture Limit wins.

### RULES

- You can return your own gang car by driving it back to base or by destroying it.
- If your gang car is unattended by any of the opposing gang, it automatically returns to your base after a short period of time.
- You must have both gang cars in your own base to manage a successful capture.
- The first gang to reach the Capture Limit or has made the most captures within the Time Limit wins.

## TANKS FOR THE MEMORIES

**Type: Turn-based tank survival**

**Gameplay Style: Free for All**

### OBJECTIVE

Players must survive as long as possible inside the Rhino while trying to reach the target Tank Limit. Other players who are not in the Rhino must try to destroy this tank as quickly as possible. The player outside of the Rhino who deals the most damage to the Rhino will be spawned inside it in the next round.

### RULES

- There is only one Rhino per round.
- In the first round, all players have the same chance to get to the Rhino the first time.
- Once the Rhino is occupied, the player who causes the most damage to the Rhino is placed in the Rhino for the next round.
- The first player to reach the target Tank Limit for surviving inside a Rhino wins.
- The Rhino cannot pick up power-ups.

## THE HIT LIST

**Type: Turned Based Survival**

**Gameplay Style: Free for All**

### OBJECTIVE

Kill the marked player as quickly as possible. Survive as long as possible when you are the mark. After all players have been marked and killed, the player with the longest survival time wins.

### RULES

- In the first round, one player is chosen randomly as the "mark." All other players must try to kill the marked player as quickly as possible.
- Once a marked player has been killed, a different player is randomly chosen to be the mark.
- Making a successful kill on a marked player awards you with extra time, which is added to your survival time at the end of the game.
- Once all players have been marked and killed, the player with the longest survival time wins.
- The marked player's vehicle gains damage overtime.

## STREET RAGE AND QUADATHLON

**Type: Checkpoint Race**

**Gameplay Style: Free for All**

### OBJECTIVE

Players drive through checkpoints to reach the finish line first. This race takes place on land, sea, or air. It's like the Multi-Vehicle Race Pastime; you must change vehicles at certain points in the course.

### RULES

- Players are allowed to change vehicles and shoot other players to win the race.
- If players do not have a vehicle or have been killed, they are automatically re-spotted in a vehicle on the track after a short period of time.
- The first player to finish the race wins.



## MIGHT OF THE HUNTER

**Gameplay Style: Free for All**

### OBJECTIVE

**Be the first to the Hunter helicopter and score points by killing the other players. Other players can only obtain the Hunter by destroying it.**

### RULES

- At the start of the game, all players are spawned roughly the same distance away from the Hunter helicopter. They must then race to get it first.
- The player flying the Hunter scores Kill Points by wasting the other players.
- Players not in the Hunter can only score Kill Points by killing the player flying the Hunter—this can be done by destroying the Hunter itself or by sniping the player flying it. Only the player who makes the kill gets the point.
- The players not flying the Hunter lose one Kill Point for wasting any other players not flying the Hunter.
- The player flying the Hunter cannot get out.
- If a sniper kills the player flying the Hunter, the Hunter falls to the ground and explodes.
- When the Hunter is destroyed, another one is spawned on the map. Everyone has to race to get to it again.

## VIP R.I.P.

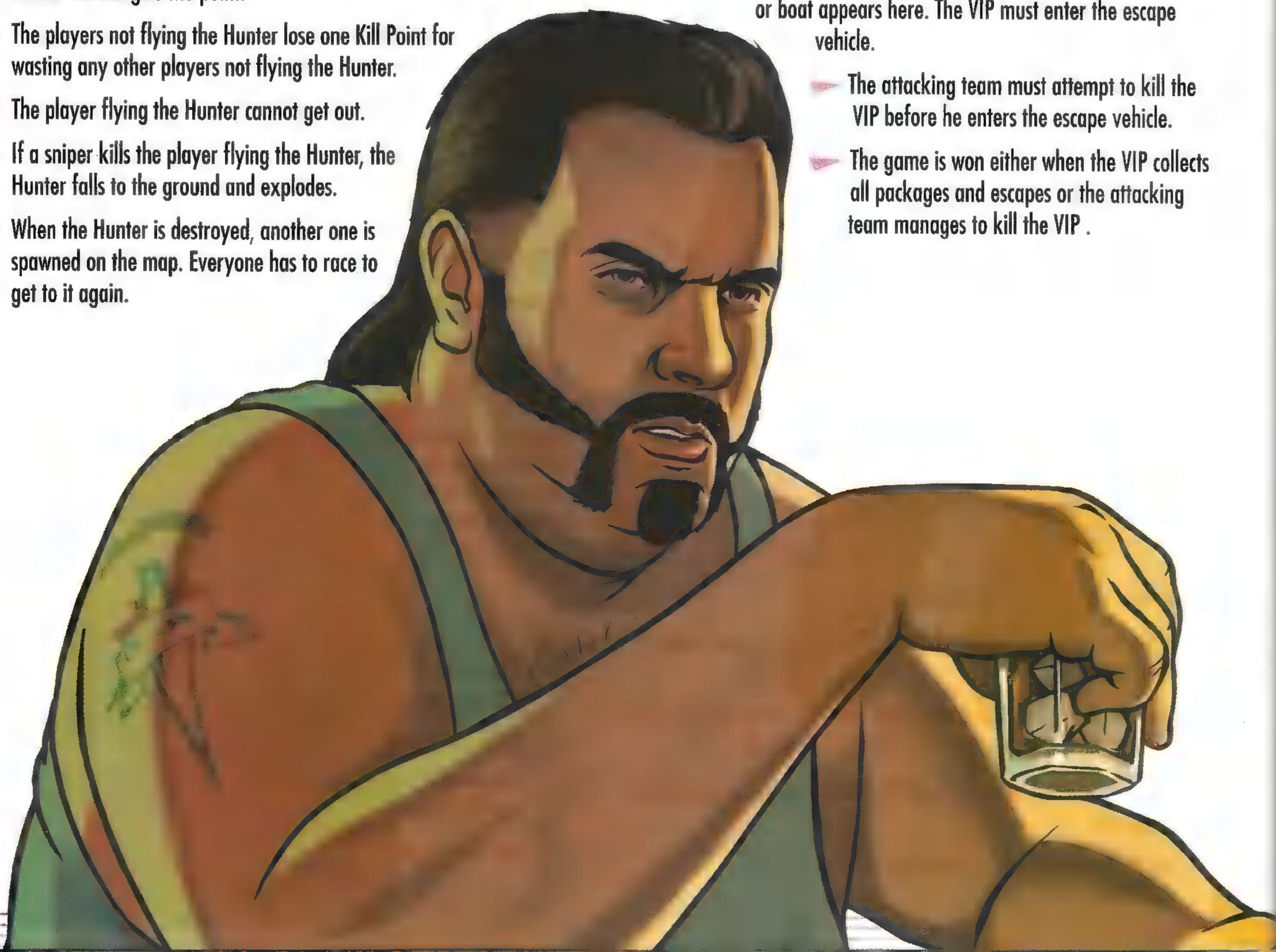
**Gameplay Style: Team**

### OBJECTIVE

**One team has a VIP. The other teams are the attackers. Win by escaping the attackers or by killing the VIP.**

### RULES

- The VIP and his defenders are spawned together. Attackers are spawned together elsewhere.
- The VIP must collect five randomly spawned briefcases—each briefcase is spawned one at a time (i.e., a new briefcase is spawned and its location is revealed to the VIP once the previous one has been collected).
- Once all briefcases have been collected, an escape location is revealed only to the VIP.
- The VIP must reach the escape location—a waiting helicopter or boat appears here. The VIP must enter the escape vehicle.
- The attacking team must attempt to kill the VIP before he enters the escape vehicle.
- The game is won either when the VIP collects all packages and escapes or the attacking team manages to kill the VIP.





## EMPIRE TAKE DOWN

### Gameplay Style: Team

#### OBJECTIVE

Plant the bomb and destroy the opposing team's building to win the game.

Teams are initially spawned at their own empire site. Timers are displayed at both Empire sites. Some plastic explosives are spawned on the map mid-point between the two sites. Both teams must try to take the explosives to the opposing team's building. Run over the explosives to pick them up, then plant them at the opposition's building by entering the halo.

Once the explosives have been planted at the opposition's building, the building's timer starts to count down. As long as the explosives are planted at a building, the building timer counts down; otherwise, the timer pauses. The main objective for the team who has just planted the explosives is to prevent the opposing team from getting to the explosives. Meanwhile, the opposing team must try to stop the countdown by picking up the explosives from their building, then plant it at their opposition's building.

#### RULES

- If the explosives are removed from a building, the building's timer pauses and only starts again once the explosives are planted.
- The explosives are dropped if the player carrying them is killed.
- When the explosives have been dropped by a dying player, a Time Out timer for the explosives begins to count down. If nobody picks up the explosives before the countdown reaches zero, the explosives are destroyed and re-spawned. The countdown resets once the explosives are picked up by either team within the Time Out limit.
- The building with the planted explosives is destroyed if the timer reaches zero. The team who planted the explosives wins the game.
- Teams can only plant the explosives at the opposition's building. Also, they only see the halo at the opposing building where the explosives must be planted.

## MULTIPLAYER POWER-UPS

The following is a list of the various power-ups in Multiplayer mode. Note that not all power-ups are available in each Multiplayer game mode.

#### MEGA DAMAGE

Gives you quadruple times the damage for a limited time.

#### HEALTH BOOST

Regenerates health for a limited time.

#### INVISIBILITY

Gives you radar invisibility for a limited time.

#### FRENZY

Gives you an unlimited rocket launcher for a limited time.

#### STREET RAGE POWER-UPS STICKY TIRES

Improves vehicle handling for a limited time.

#### INSTANT REPAIR

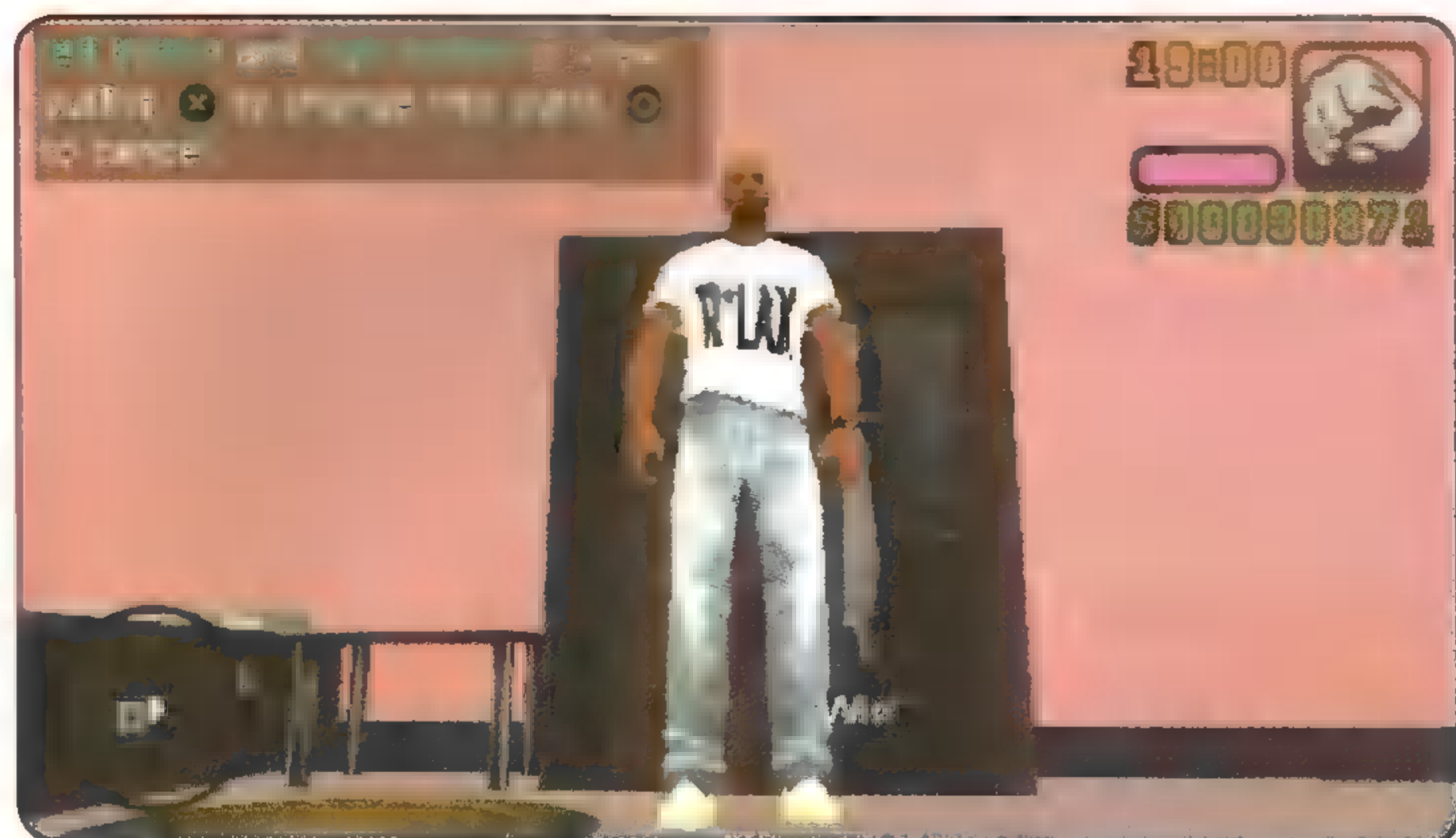
Instantly repairs your vehicle.



## STORY MISSIONS

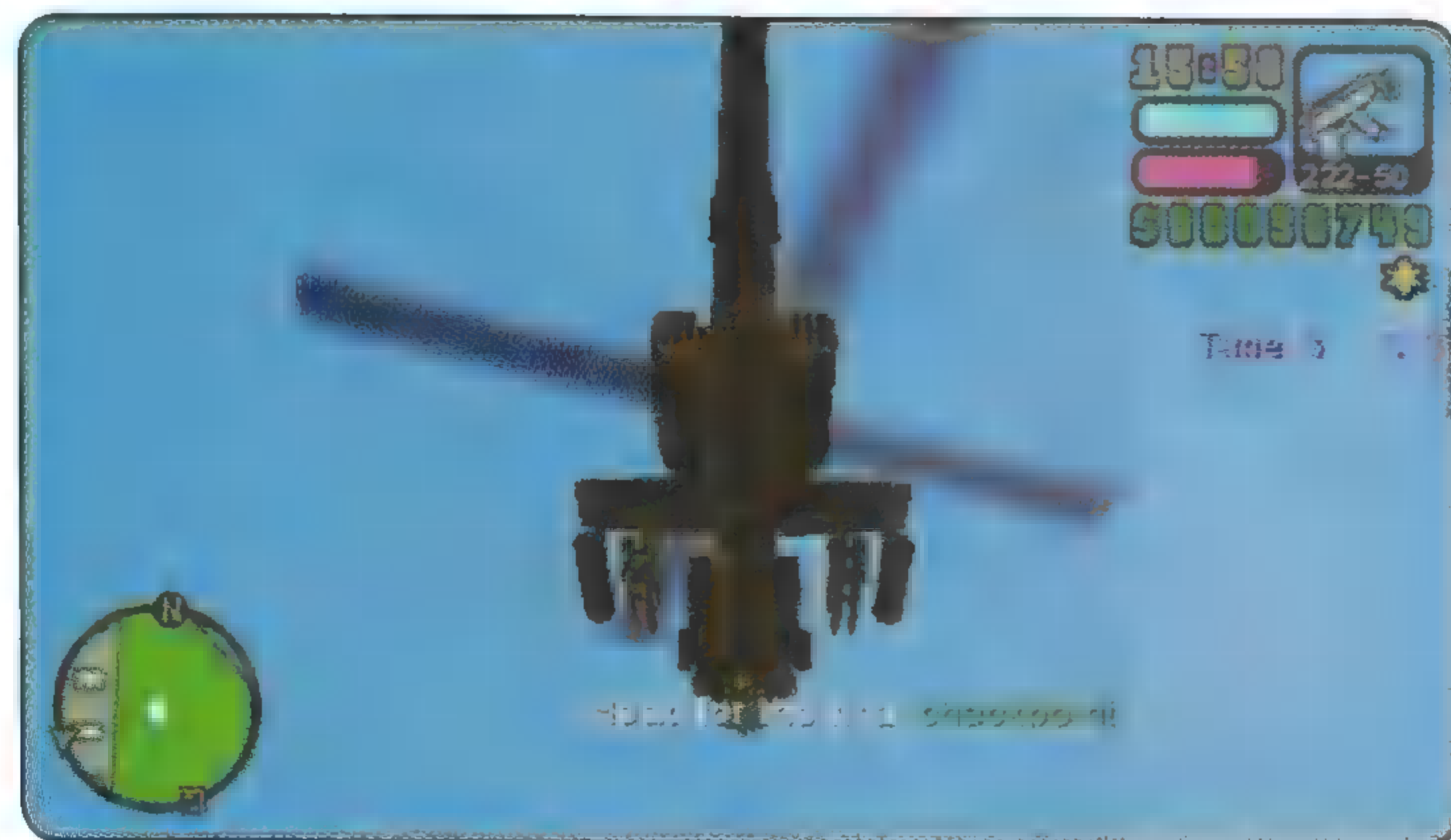
### R\*LAX T-SHIRT

Complete all Main Story missions to unlock the "R\*LAX" outfit. The logo on this shirt is an amalgamation of "Rockstar" and the song, "Relax" from Frankie Goes to Hollywood.



### HUNTER TARGET PASTIME

A Hunter appears at the airport upon completion of all main story missions. When you enter the Hunter, the "Hunter Target" Pastime begins. See Chapter 3 of this guide for more information and tips.



### DRIVER

Driver is a Pastime unlocked at Leaf Links' driving range after completing Gonzalez's "Home's On The Range" mission. See Chapter 3 for more details.



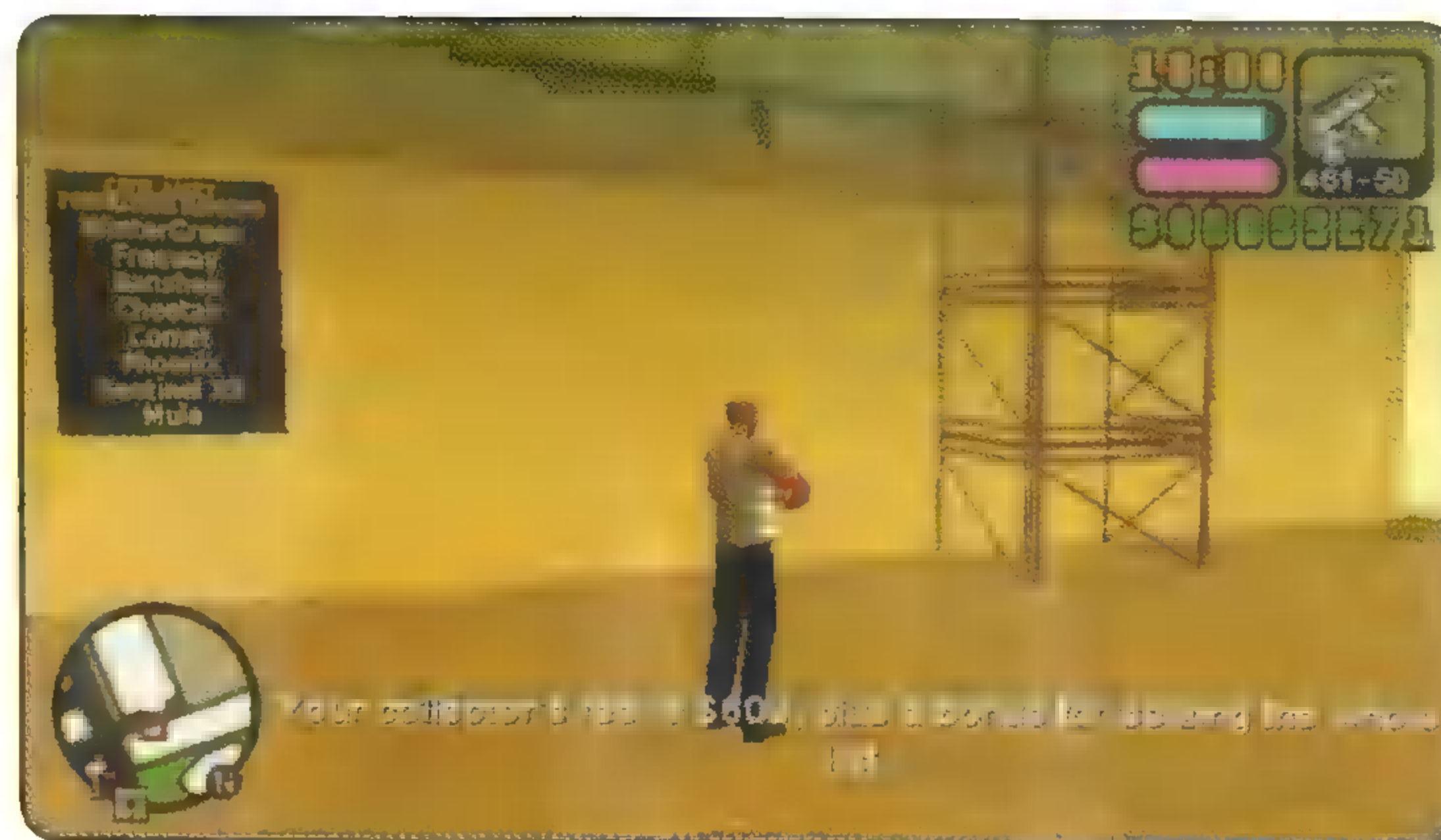
## BULLETPROOF BF INJECTION

Upon completion of level 15 of the Beach Patrol Pastime you are awarded the opportunity to purchase a Bulletproof BF Injection from Sunshine Autos. Step into the lock icon that appears in the car lot near the office building at Sunshine Autos and purchase the vehicle for \$1900.



## CIVIL ASSET FORFEITURE IMPOUNDED FREE PAY 'N' SPRAYS

This Pastime is unlocked after completing Lance Vance's "The Audition" mission. For more information and locations of all the vehicles needed to complete this challenge, see the CAFI section of this guide in Chapter 2. Completing this Pastime unlocks free re-sprays at all Pay 'n' Sprays.



## BULLETPROOF EMPIRE VEHICLES

Upon purchase of every Empire site on the map, you unlock bulletproof Empire vehicles. This makes all vehicles at all your various businesses bulletproof.



## PURCHASABLE REWARDS

| Reward                   | Activation                            | Cost   | Location                  |
|--------------------------|---------------------------------------|--------|---------------------------|
| Bribe Weapon Return      | Death or Arrest                       | \$2000 | Hospitals/Police Stations |
| Phil Collins Concert     | Complete "In the Air Tonight"         | \$6000 | Hyman Memorial Stadium    |
| Bulletproof Stretch      | Complete "Kill Phil"                  | \$3000 | Sunshine Autos            |
| Splitz-6 ATV             | Complete "From Zero to Hero"          | \$4500 | Compound Safe House       |
| Little Willie            | Complete "From Zero to Hero"          | \$5000 | Beach Suite Safe House    |
| Quad                     | Complete "Unfriendly Competition"     | \$3000 | Beachside Hotel           |
| Quad                     | Complete "Taking Out the White Trash" | \$3000 | Sunshine Autos            |
| Bovver '64               | Complete "White Lies"                 | \$4500 | Beach Suite Safe House    |
| Bulletproof BF Injection | Complete "Beach Patrol"               | \$4000 | Sunshine Autos            |
| Movie Viewer             | Complete 100% of the game             | 0      | Beach Suite Safe House    |

## RED BALLOONS

Each popped Red Balloon awards you \$250. Every 10 you pop earns you bonus power-ups outside all safe houses.



### Red Balloons Popped

10  
20  
30  
40  
50  
60  
70  
80  
90  
99

### Unlockable Safe House Power-up

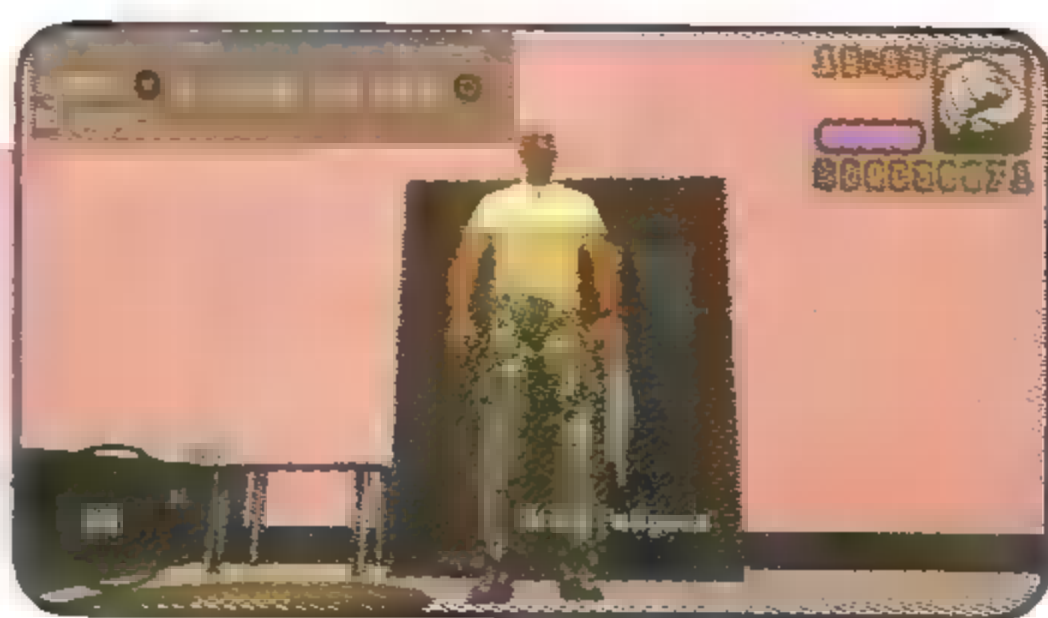
Pistol  
Venom 9mm  
Stubby Shotgun  
Molotov  
AK47  
Body Armor  
Flame Thrower  
.357  
Sniper Rifle  
M249



## OUTFIT UNLOCKING

### ARMY FATIGUES

Complete "Over the Top."



### HOOD

Build a High-Roller Robbery Empire business.



### CASUAL

Complete "Conduct Unbecoming."



### HIRED MUSCLE

Build a High-Roller Protection Racket Empire business.



### PIMP OUTFIT

Build a High-Roller Prostitution Empire business.



### REPO-THE

Build a High-Roller Loan Shark Empire business.



### TRAILER TRASH

Complete "D.I.V.O.R.C.E."



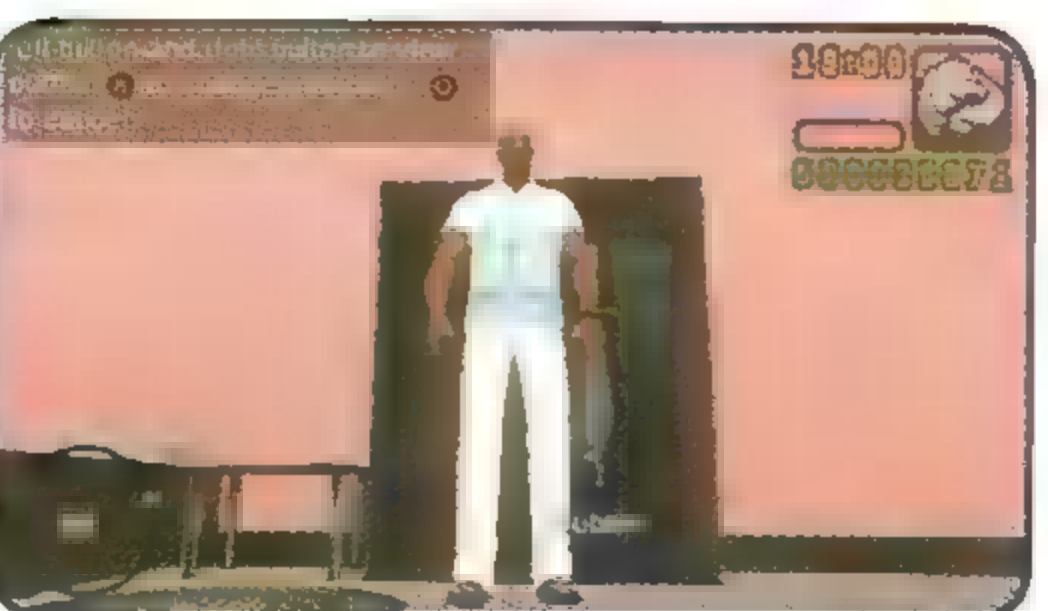
### SMUGGLER

Build a High-Roller Smuggling Empire business.



### CUBAN

Complete "Havana Good Time."



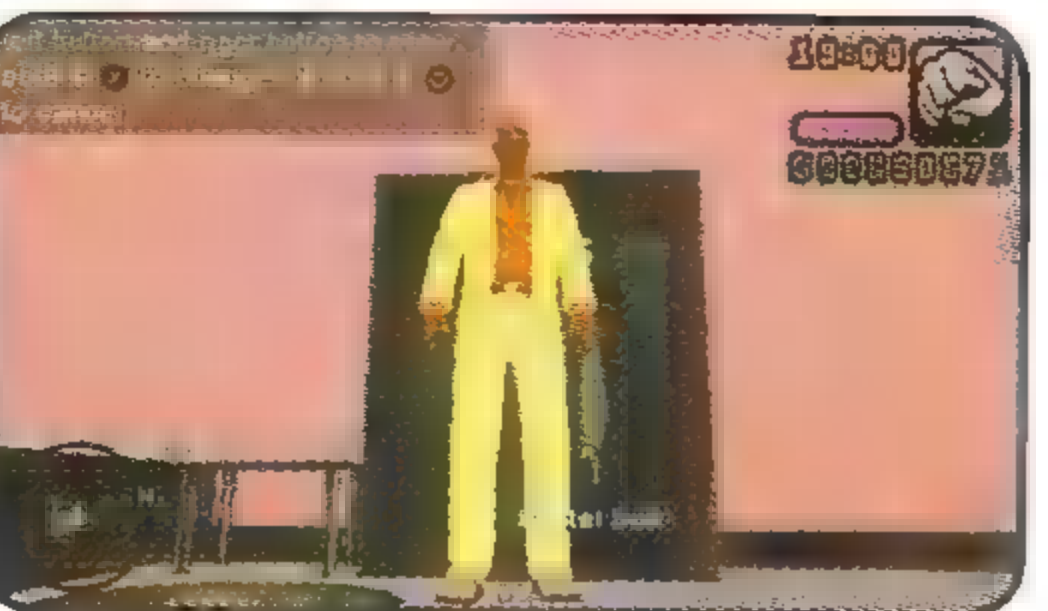
### SMART SUIT

Max out respect in all business types.



### PASTEL SUIT

Complete "Brawn of the Dead."



### R\*LAX

Complete all Story Missions.



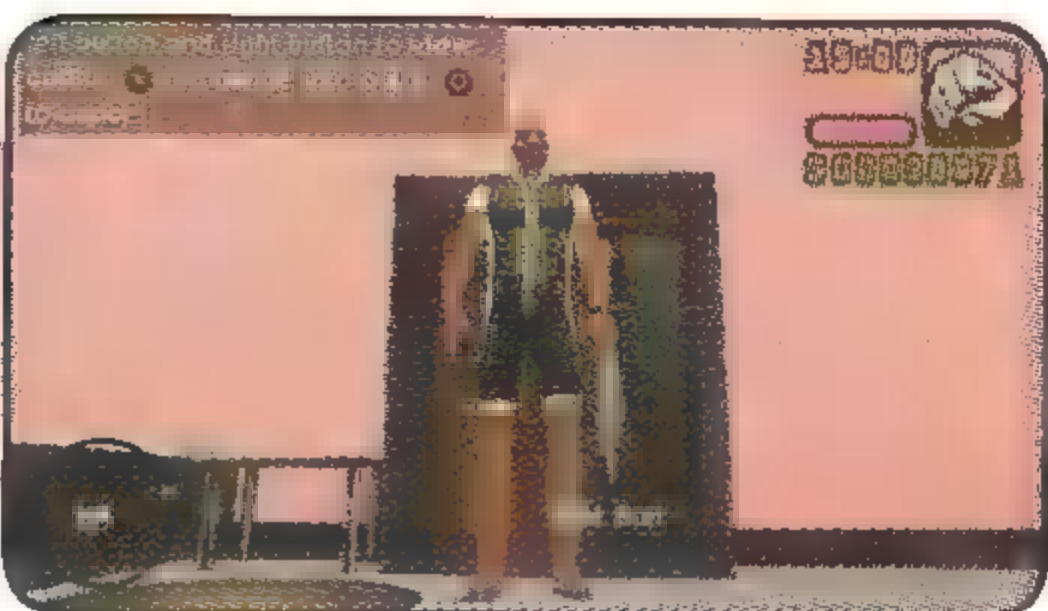
### TRACKSUIT

Build a High-Roller Drug Empire business.



### WET SUIT

Complete all "Watersports" (Jet Ski) Time Trials.





## 100% COMPLETION

Each challenge and mission awards you progress points. One progress point means that the "Percentage Complete" statistic will usually increase around 0.5%. The following is a breakdown of everything that must be completed to get 100% completion, along with how many progress points are made from those contributing challenges.

## STORY MODE MISSIONS: 59 PROGRESS POINTS

Completing all Main Story Missions earns you 59 progress points. Each mission is worth one progress point. Doing this unlocks the R\*LAX T-shirt, the Hunter Target Pastime, and the first three chunks of Multiplayer content.

## PASTIMES: 19 PROGRESS POINTS

Each of the following Pastimes awards one progress point each: Crash, Driver, Fire Fighter, Paramedic, Vigilante, Taxi Driver, Shooting Range, Air Race, Beach Patrol, BMX Mall, Air Rescue, Fire Heli, Hunter Target, Multi Vehicle Race, and Heli Tours.

The Hovercraft Race and PCJ Playground Pastimes both award two progress points, because there are two challenges within each one.

## TIME TRIALS: 32 PROGRESS POINTS

The dirt bike track north of Downtown is host to three different multi-course races: BMX, Quad Bike, and Sanchez Time Trials. The Jet Ski docked at the Prawn Island movie studio triggers "Watersports," which also contains multiple courses within the challenge. Each course in these challenges awards one progress point each for a total of 32 Progress Points.

## OTHER PASTIMES: 76 PROGRESS POINTS

### **Civil Asset Forfeiture Impound: 4 points**

Complete all four vehicle lists for the Civil Asset Forfeiture Impound to earn four progress points. Each completed list earns one point each.

### **99 Red Balloons: 10 points**

Burst all 99 Red Balloons for a total of 10 progress points. Every 10 awards one point (nine for the final case).

### **USJs: 31 points**

Complete all 30 Unique Stunt Jumps. This gives you 31 progress points. You get one point per jump and the final jump gives you one extra point.

### **Rampages: 31 points**

Complete all 30 Rampages. This also gives you 31 points. Each Rampage awards one point and you earn an extra point on the final Rampage.

### **Empire: 6 points**

Have full respect in each business possible. Each business earns you one progress point for full respect.

## MULTIPLAYER UNLOCKABLES

Multiplayer is unlocked in four parts. The first is unlocked upon completion of Louise's mission, "To Victor The Spoils." The second part is unlocked after completing Lance's "From Zero to Hero." The next is unlocked after completing all Main Story missions. The fourth part is unlocked after gaining 100% completion in Story Mode.

## MULTIPLAYER VEHICLES UNLOCKED

### **Available Vehicles**

The following vehicles are already available at the beginning of Multiplayer: Ventoso, Sanchez, PCJ 600, Streetfighter, Freeway, Banshee, Stinger, Sabre Turbo, Stallion, Voodoo, Taxi, VCPD Cruiser, Burrito, Landstalker, and the Pony. The Jet Ski is available for the Multiplayer Jet Ski races.

### **Pre-Empire Completion Vehicles**

Upon completion of Chapter 1 Pre-Empire, the following vehicles are unlocked in Multiplayer: Wintergreen, Faggio, Quad, Polaris V8, Phoenix, Cuban Hermes, Cholo Sabre, Perennial, Cabbie, FBI Washington, Bobcat, Patriot, Mesa Grande, Boxville, Ambulance, Rumpo, and the Baggage Handler.

### **Low Empire Completion Vehicles**

Upon completion of Chapter 2 Low Empire, the following vehicles are unlocked: VCPD Wintergreen, Biker Angel, Infernus, VCPD Cheetah, Sentinel XS, Gang Rancher, Admiral, Glendale, and the Washington.



# UNLOCKABLES & 100% COMPLETION

## High Empire Completion Vehicles

These vehicles are unlocked once you complete all Story Missions: BF Injection, Comet, Deluxo, Sandking, Enforcer, Daddy, Regina, Virgo, and the Greenwood.

## 100% Completion Vehicles

These vehicles are unlocked once you have completed 100% of the game: Idaho, Manana, Sentinel, Blista Compact, Mule, Moonbeam, Esperanto, Yankee, Sabre, Benson, and Hermes. There's some real incentive for you.

## MULTIPLAYER GAMES UNLOCKED

Use the following key to make sense of the "zones" used in the following unlockable charts:

### Zone ID Key

#### Zone ID

#### Zone

|    |                               |
|----|-------------------------------|
| 0  | Vice Point                    |
| 1  | Washington Beach              |
| 2  | Ocean Beach                   |
| 3  | Prawn Island                  |
| 4  | Leaf Links                    |
| 5  | Starfish Island               |
| 6  | Downtown                      |
| 7  | Little Haiti                  |
| 8  | Little Havana                 |
| 9  | Viceport                      |
| 10 | Escobar International Airport |
| 11 | Fort Baxter                   |

## Available Games

The following Multiplayer game scenarios are available from the beginning of the game in these zones:

### Scenario

### Zones Available

|                          |                    |
|--------------------------|--------------------|
| Vice City Survivor       | 6, 7, 8, 9, 10, 11 |
| Street Rage Street Races | 6, 7, 8, 9, 10     |
| Street Rage Quadathlon   | 6 (x2 Races)       |
| Protection Racket        | 6, 7, 8, 9, 10, 11 |
| Taken For a Ride         | 6, 7, 8, 11        |
| Tanks for the Memories   | 6, 7, 8, 9, 10     |
| The Hit List             | 6, 7, 8, 9, 10, 11 |
| Grand Theft Auto         | 6, 7, 8, 9, 10, 11 |
| Might of the Hunter      | 6, 7, 8, 9, 11     |
| Empire Take Down         | 6, 7, 8, 9         |
| V.I.P. R.I.P.            | 6, 7, 8, 9, 10, 11 |





## Unlocked at Low Empire

The following games are unlocked once you open the bridges in Story Mode: Vice City Survivor

### Scenario

### Zones Available

Vice City Survivor

0, 1, 2, 3, 4, 5

Street Rage Street Races

0, 1, 2

Street Rage Quadathlon

0 (x2 Races)

Street Rage Water Races

0 (x2 Tracks)

Protection Racket

1, 2, 3, 5

Taken For a Ride

0, 5

### Scenario

### Zones Available

Tanks for the Memories

0, 1, 2, 3, 4, 5

The Hit List

0, 1, 2, 3, 4, 5

Grand Theft Auto

1, 2, 3, 5

Might of the Hunter

0, 1, 2, 3, 4, 5

Empire Take Down

0, 1

V.I.P. R.I.P.

1, 2, 3, 5

## MULTIPLAYER CHARACTERS

### Available Characters

The following Multiplayer characters are unlocked from the beginning of the game:

### Name

### Description

Corporal Vance

Army Fatigues

Vic

Casual Outfit

Martinez

Jerry Martinez

Phil Cassidy

Phil Cassidy

Sgt. Peppah

Army Sgt.

PVT. Parts

Army Thug

PVT. Places

Army Thug

Decjuan DeMarco

Cholo Gang Member

Troy

Marty's Gang Member

Joaquin Noff

Los Cabrones Gang Member

T.J. Sucker

Police

Jose

Fireman

Poop Dawg

Male Pimp

### Pre-Empire Completion Characters

The following characters are unlocked after completing Chapter 1 Pre-Empire:

### Name

### Description

Pimp Dawg

Pimp outfit

Vince

Trailer Trash outfit

Muscle

Hired Muscle outfit

Repo

Repo-Man outfit

Marty

Marty Williams

Tate Urchips

Security Guard

Buster Nutt

Security Guard

The Specialist

SWAT guy

Agent Provocateur

FBI guy

Candy Barr

Female Prostitute

Officer Cracker

Vice Police

Colins Allcars

Police Biker Cop



## Low Empire Completion Characters

The following Multiplayer characters are unlocked after completing Chapter 2 Low Empire:

| Name          | Description         |
|---------------|---------------------|
| Vida Loca     | Cuban outfit        |
| Victor        | Pastel Suit         |
| Alberto       | Umberto's dad       |
| Forbes        | Bryan Forbes        |
| Lance T       | Lance Street outfit |
| Gabe Hiker    | Gay Biker           |
| Robin Banks   | King Knuts Robber   |
| Umberto       | Umberto Robina      |
| Lee Vitout    | Low Empire gangster |
| Kanye Diggitt | Shark gangster      |
| Harris Mint   | Biker gangster      |
| Anita Bath    | Female tramp        |

## High Empire Completion Characters

The following Multiplayer characters are unlocked after completing all Main Story missions:

| Name          | Description             |
|---------------|-------------------------|
| Traks         | Tracksuit               |
| Hood          | Hood outfit             |
| Smuggler      | Smuggling outfit        |
| L'Homme       | Smart Suit              |
| Wetz          | Wetsuit                 |
| Armando       | Arman Mendez            |
| Barry         | Phil Collins' Manager   |
| Splitz        | Coke Head Actor         |
| Diaz          | Diaz                    |
| Diego         | Diego Mendez            |
| Gonzalez      | Gonzalez                |
| No. 1         | Hitman                  |
| Lance         | Lance Smart outfit      |
| Phil Collins  | Phil Collins            |
| Reni          | Reni before operation   |
| Ms. Reni      | Reni after operation    |
| Bub           | Zombie actor            |
| Ron A Muck    | High Empire gang member |
| Beau Nutt     | Diaz gang member        |
| Fidel Sistaxe | Gonzalez gang member    |
| Hugo Zehr     | Gonzalez gang member    |
| Juan Ovzem    | Mendez gang member      |





## 100% Game Completion Characters

The following Multiplayer characters are unlocked after reaching 100% game completion:

### Name

### Description

Cam O'Flarge

Police Army

Tess Tickle

Female Lifeguard

Harry Balzac

Male Lifeguard

Sue E. Sydle

Female Black Dress

Jenny Tulls

Female Prostitute

Daryl Lect

Male Tramp

Duane DeVane

Male Criminal

Abe Rudder

Male Street Guy

Abe Ozo

Male Tramp

Moe Lester

Male Street Guy

Dylan Weed

Male Criminal

Dee Generate

Female Party Girl

Pearl Necklace

Female Rich

Hayden Seek

Male Rich

Stacey Rheet

Female Beach

Chris Packet

Male Beach

Pops

Male Old Beach

Boyd Schmidt

Male Business Guy

Des Buratto

Male Pimp

Martha Fokker

Female Jogger

Leo Tarred

Male Jogger

Agent Alman

DEA Agent

Officer Butts

Mendez gang member

## HOOKER TRICK

The unforgettable Hooker Trick is still in Grand Theft Auto. It's a little different this time around, though. Pull up to a prostitute while in a nice vehicle and she'll hop in. The catch is, the vehicle cannot be a convertible; it must have a top. Once the hooker enters, you must drive to a secluded area, like on the grass alongside the shoreline (Bayshore Avenue) where cops usually don't detect you. The hooker takes your money and replenishes lost health. This trick will work for you as long as you drive her to areas where you know the cops have difficulty finding you.





# CHAPTER 1







# RED BALLOONS

## THE INSPIRATION

The hidden packages in Grand Theft Auto this time are inspired by an '80s hit from Germany, who's cold war overtones were missed on English speaking audiences. "99 luftballons" from the band "Nena" was about a couple innocent kids launching a bag of balloons in the air. It was misinterpreted as an airborne attack that ended in a nuclear holocaust.


## WHERE TO LOOK

The 99 Red Balloons are hidden all over Vice City. They're located in places where one might expect balloons to get stuck as they float up into the sky: in trees and rooftop overhangs, mostly.

## LET'S POP!

An easy way to find these balloons is to look at our maps (one here, and another one in Chapter 3 of this guide), then place a "marker" on your in-game menu map matching the location of a balloon. This places a marker on your radar that you can then follow in the world. Many high balloons can be popped with a long-range weapon like an AK47 or M16. If the range of these weapons doesn't burst the balloon, then use a sniper rifle or rocket launcher, or find a higher platform from which to shoot the balloon. When the bridges open, you can find a sniper rifle and rocket launcher on Starfish Island (see our Pick-ups map for weapon locations).

## MENU MAP HELP

Press and hold  while on the Map menu to access the Key menu. This allows you to turn on an off Empire Sites and Collectibles. Turn this on and you to see what you've collected, but not those you haven't. Among the collectible options is "Balloons." Turning on the Balloons key allows you to see which balloons you've already collected and compare it to our map to see which ones are left to pop.

## THE GLORIOUS REWARD

Grand Theft Auto veterans know that collecting hidden packages or, in this case, popping 99 Red Balloons is the single most worthwhile Pastime in the game. Every 10 balloons popped unlocks a weapon power-up outside all of your safe houses! The more you pop, the more weapons you no longer have to search for, or purchase. Pick them up just before you save your game and right after to stockpile ammo. The following is a list of what is unlocked by popping balloons:

## Red Balloon Rewards

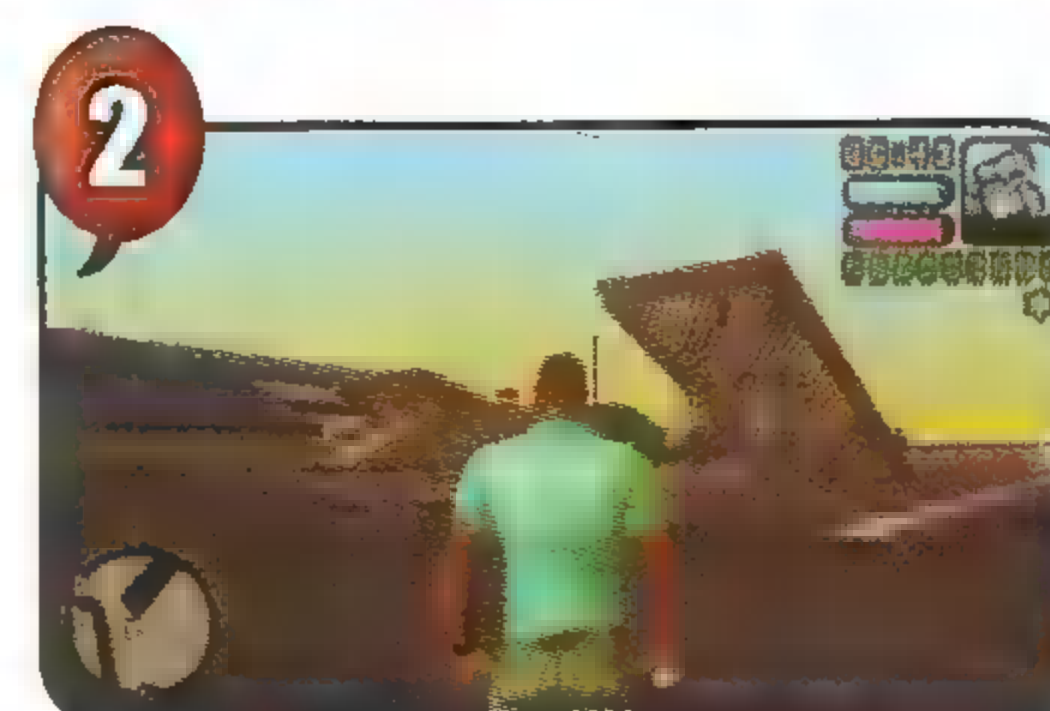
| Balloons Popped | Power-up Unlocked at All Safe Houses |
|-----------------|--------------------------------------|
| 10              | Pistol                               |
| 20              | Venom 9mm                            |
| 30              | Stubby Shotgun                       |
| 40              | Molotov                              |
| 50              | AK47                                 |
| 60              | Body Armor                           |
| 70              | Flamethrower                         |
| 80              | Python                               |
| 90              | Sniper Rifle                         |
| 99              | M249                                 |

## Mainland Red Balloons

There are 45 Red Balloons accessible on the mainland when the game begins. You can pop two others during a particular mission in Chapter 1, "Conduct Unbecoming." We cover all of these here. Once the bridges open, you can find the remaining 52 (see Chapter 3 of this guide for details).



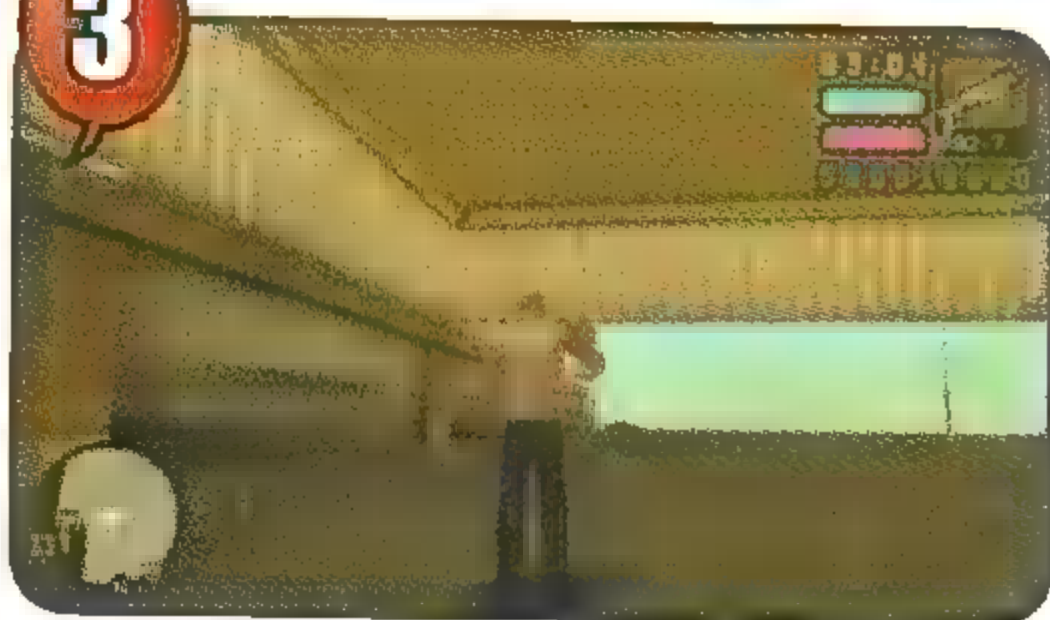
**Viceport**  
In a palm tree in the Beachcomber Hotel yard.



**Airport**  
Under a raised metal ramp in the airport tarmac area.



3



## Airport

On the ceiling, under the shelter of the building near the airport tarmac entrance.

4



## Airport

Inside the airport, under the easternmost escalator. Your weapons are taken as you pass through the metal detector, so defeat a security guard inside and take his pistol to shoot the balloon. If no security guard is present, fight people until the police show up, then take a cop's gun.

5



## Airport

Under the top level rooftop overhang. Use an AK from the ground. May be easier if standing on top of a car.

6

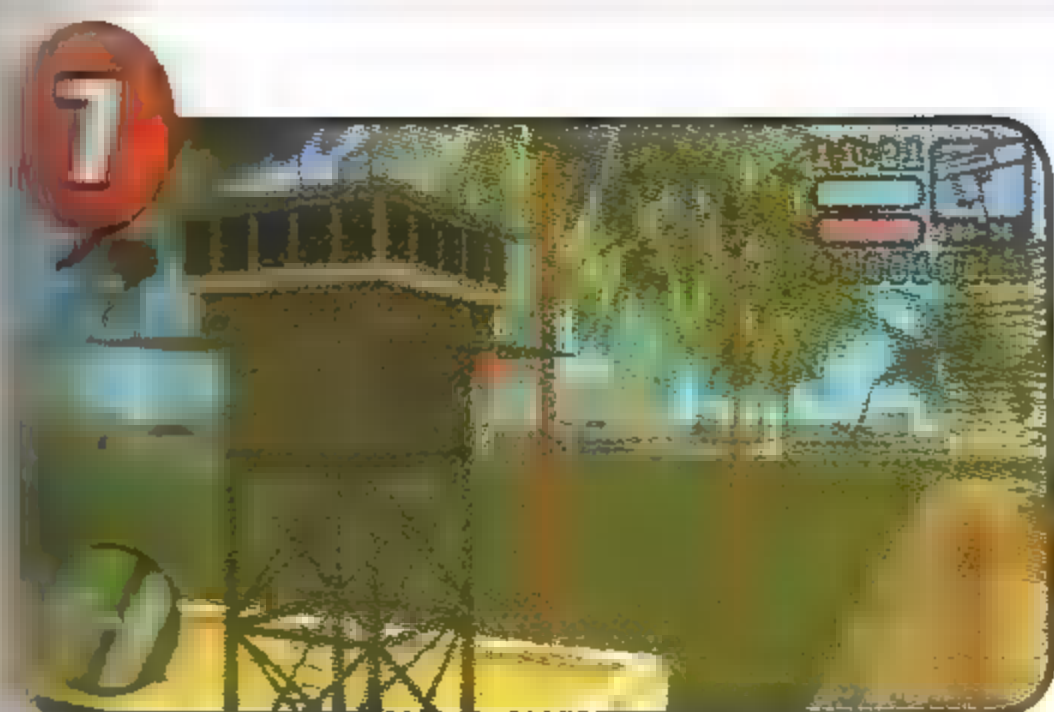


## Little Havana

Stuck in a palm tree in the small grassy area beside the basketball courts behind Umberto's. Shoot it with a pistol.

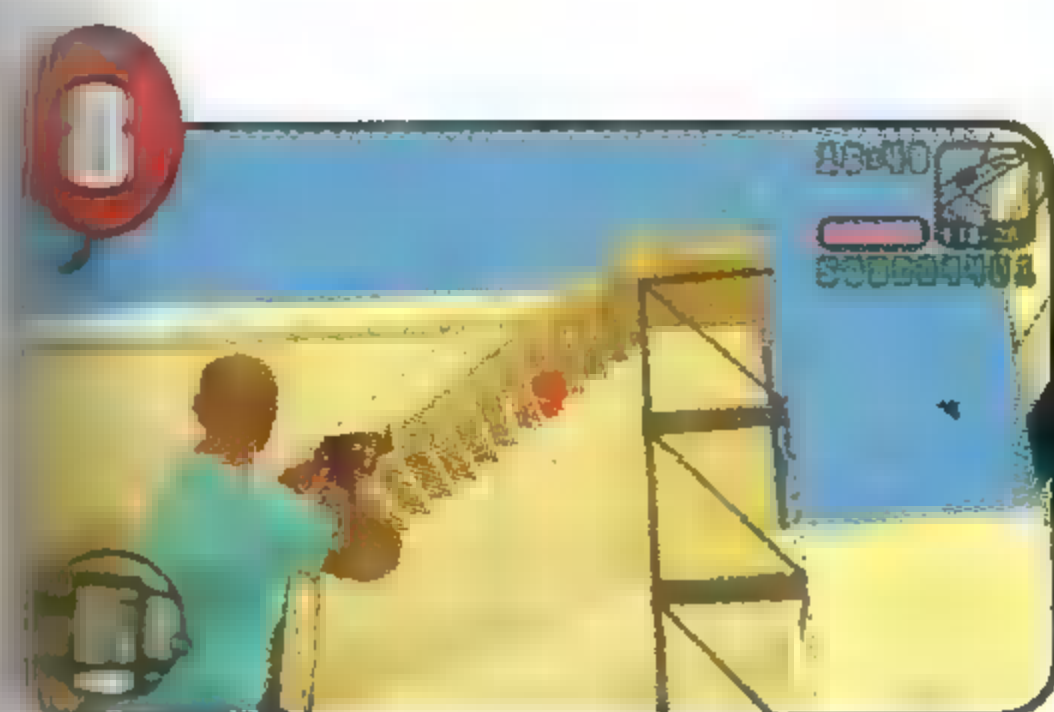






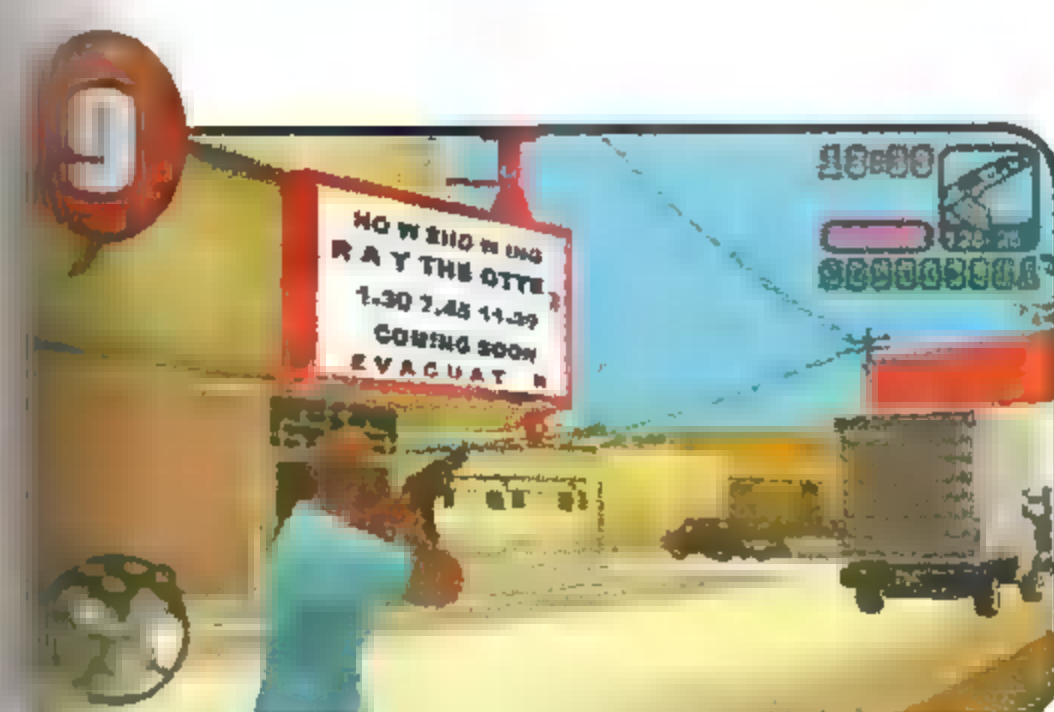
### Fort Baxter

Under the corner guard tower in the base, but close enough to the outer wall that you can shoot it from the sidewalk outside the base.



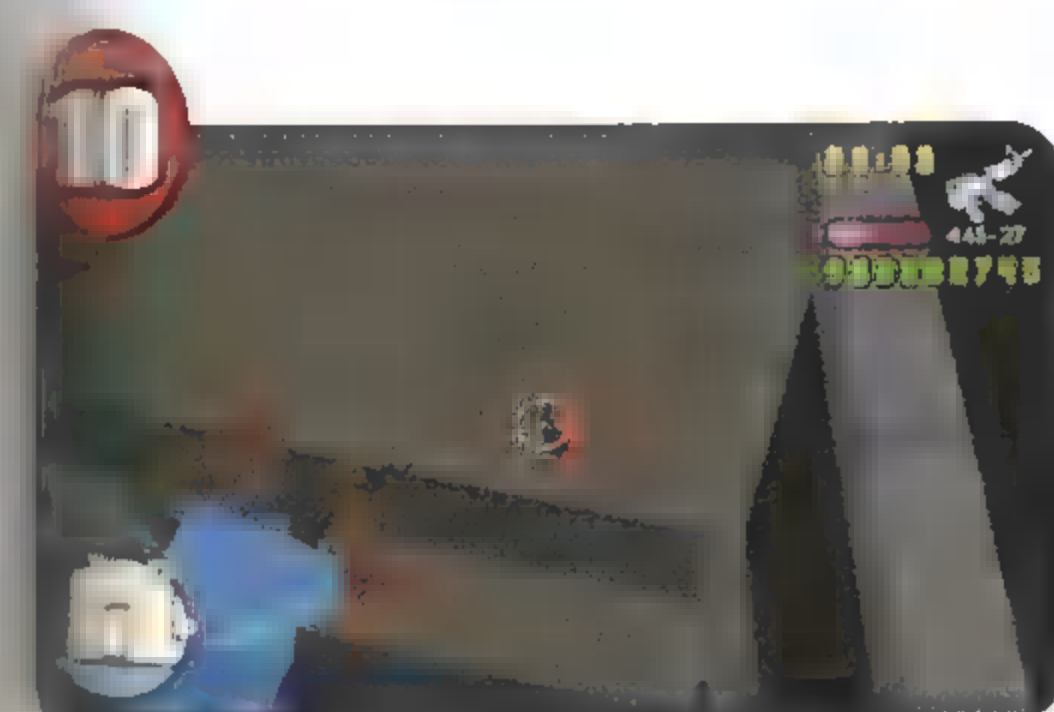
### Little Havana

Stuck under the stairs along the back wall behind the empire building. Head into the back alley past the Sanchez and the submachine gun power-up. Walk into the small back lot and look up; it's low. Shoot it with a pistol.



### Little Havana

Under the "Miami" theater marquee.



### Viceport

Under the port warehouse's garage overhang. The gate to this area is closed. To enter before Lance's mission, "The Audition," use the Port Authority rooftop ramp with a motorcycle to access the roof across the street (the moon billboard USJ). Head to the stairs at the end of the new rooftop to enter the lot beyond the gates.



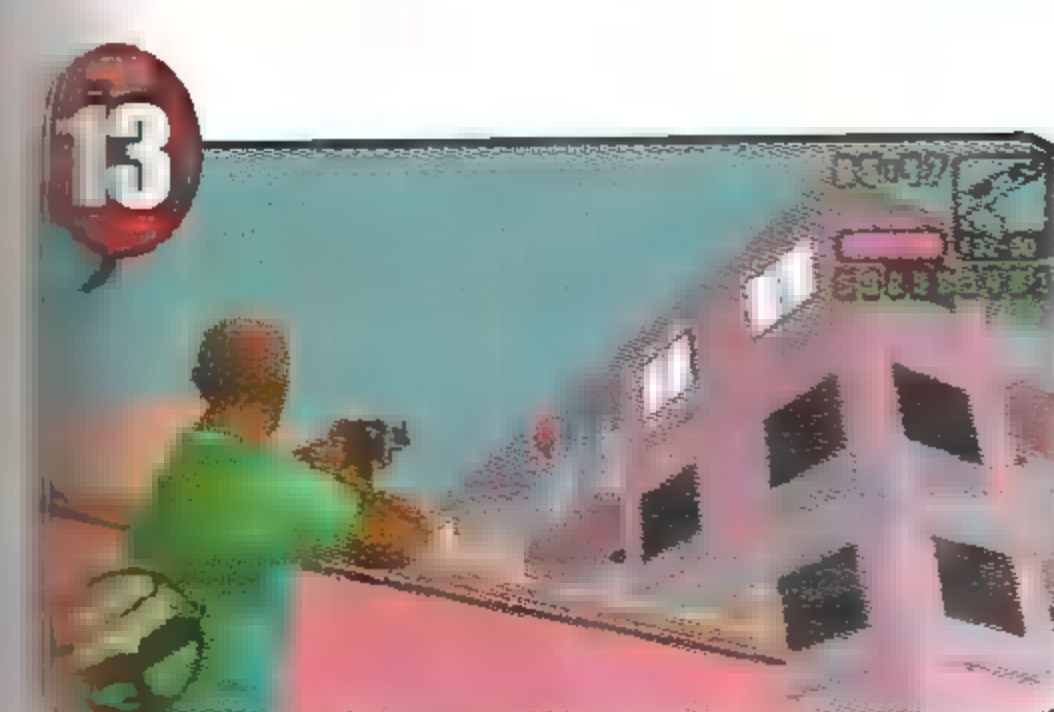
### Viceport

Underneath the high lift crane, across the street from the Vice City Port Authority. Easy to pop with a sniper rifle, but you can also reach it from the rooftop of the Port Authority using an AK or M16.



### Viceport

Use the ramp near the ship to jump onboard. Climb the many stairs to the top-most deck. The balloon is stuck underneath the antenna crew's nest.



### Little Havana

Under the apartment building's south side overhang. This is due west of the bridge to the Ocean Beach area. You can pop it with an AK from the nearest sidewalk.



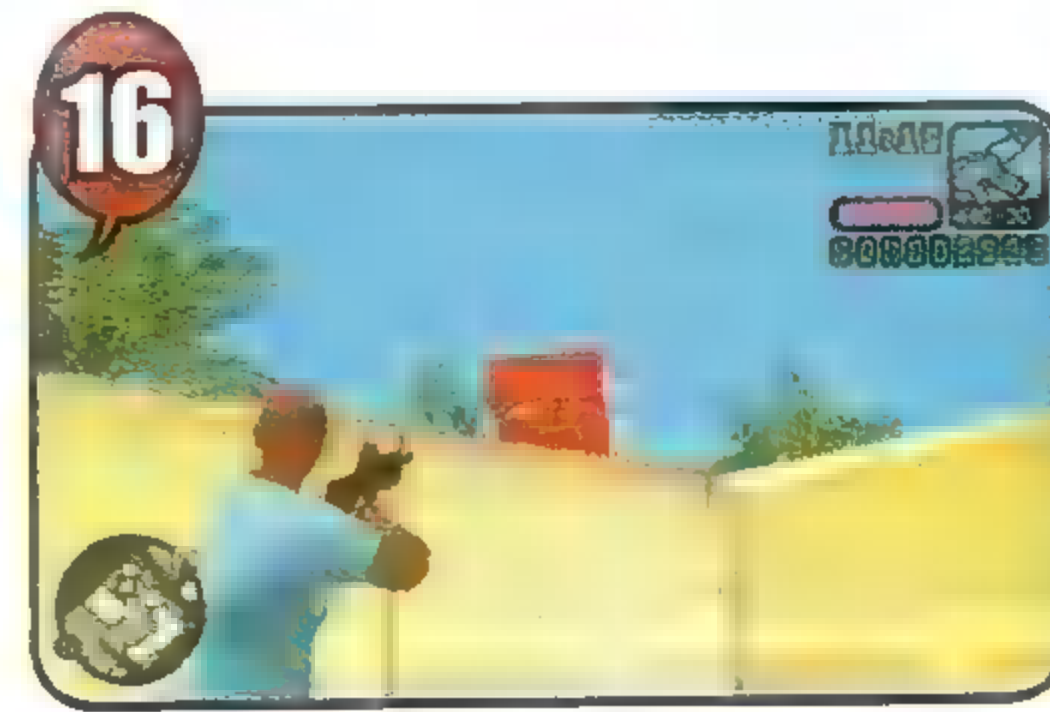
### Little Havana

Stuck in a palm tree on the corner. Climb the stairs in the back of the police station and walk to the rooftop corner, then shoot the balloon with a pistol.



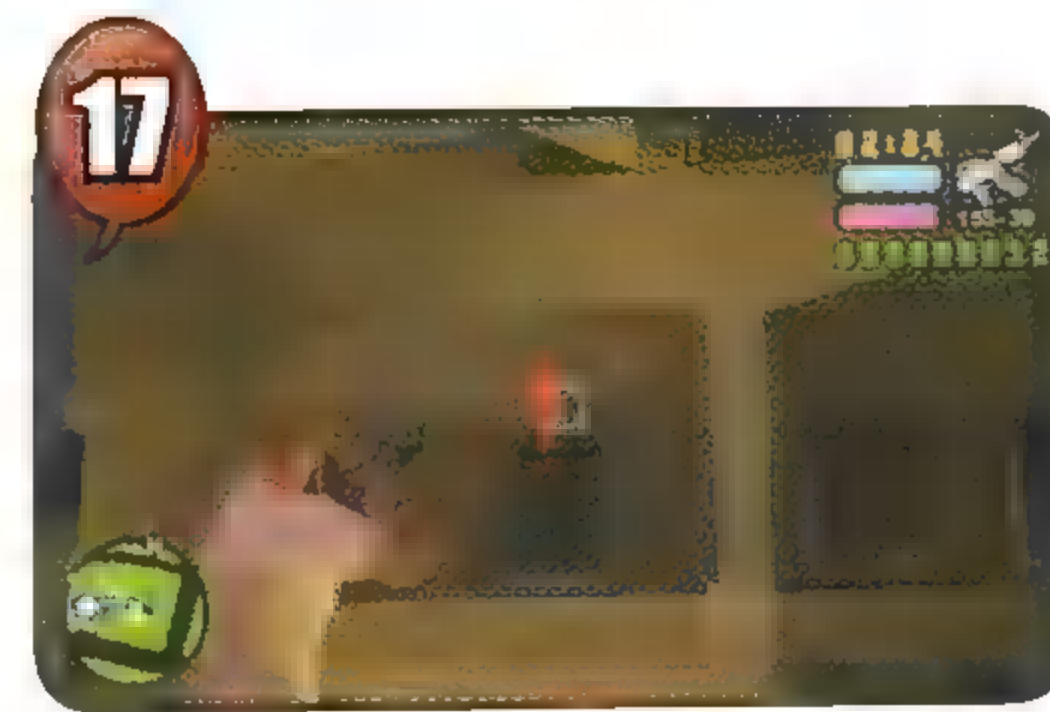
### Fort Baxter

Stuck in the satellite tower on the rooftop of the main building. Pop it in the first couple missions before the gates are closed, or find a military vehicle to reopen them. Shoot it with the M16 from just inside the gates. You can also shoot it with a sniper rifle outside the gates by standing on the west side. It's visible through the rooftop fence.



### Little Havana

Under the backside of the Redwood Jr. rooftop billboard on top of Verdi Supermarket. You can see it and shoot from the back lot, which is reached through a very narrow alley. The balloon and the sign are both red, so it's hard to see.



### Starfish Island

On the ceiling of the front porch of this swank house.



### Starfish Island

Under the northwest soffit of the Diaz mansion.



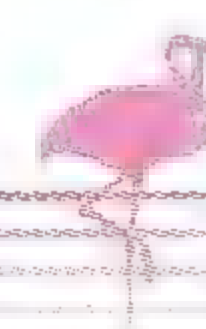
### Little Haiti

Stuck under the porch of this small house.



### Little Havana

Under the edge of the corner building with the neon "LOGGER" billboard. The balloon is very low.







21

## Little Haiti

Under the corner cigarette billboard, "Redwood Jr." Shoot it with almost any weapon.



28

## Little Haiti

Under the porch of "Le Singe d'Arbre" where a Glendale is always parked.



22

## Little Haiti

Under the small, red metal bridge with the armor on it. Stand on the edge of the bulkhead to the south of the bridge, far enough away to spot the balloon. Pop it with a pistol.



29

## Downtown

Under the large white building's overhang. It can be spotted when you approach the east side steps. It's high, but can be shot from the ground. Try standing on top of a car for a better shot at it if you don't have a sniper rifle.



23

## Little Haiti

Under the carport of the warehouse deep within the compound, which is accessed via an alleyway across the street, west of King Knuts.



30

## Little Haiti

On the ceiling of the narrow, green, covered alleyway on the north end of Old Amsterdam Coffee Shop and Mal Viento Supermarket.



24

## Little Haiti

Under the crusher conveyor belt in the dump. You can shoot it from the ground with a pistol.



31

## Downtown

Behind the hotel construction. The balloon is at the top of the stack of three pipes forming a ramp.



25

## Little Haiti

Inside the large hangar at your compound safe house—just above the entrance.



32

## Downtown

Under the "Twilight Knife" billboard, best reached by accessing the old Vice City rooftop safe house, which now contains a Rampage. You can also shoot it from the ground near the Verdi market sidewalk to the south of the billboard.



26

## Little Haiti

Under the "R\*LAX" billboard just east of your (Marty's) original brothel.



33

## Downtown

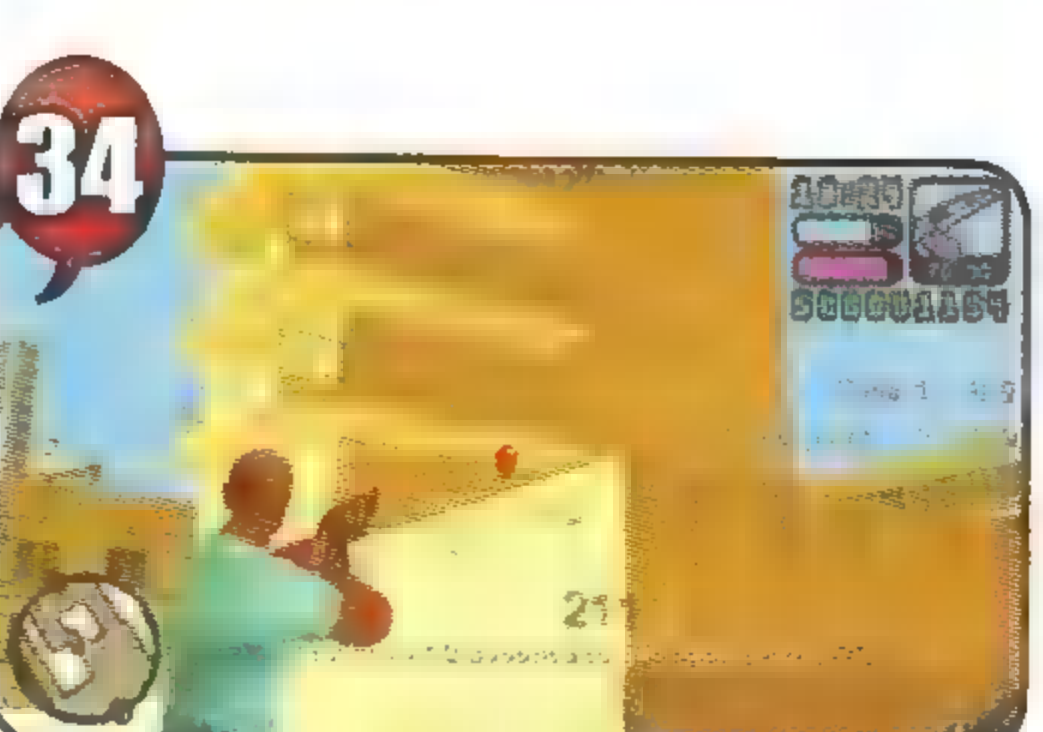
Under the tall, columned porch of the white building south of the fire department. There's a Health power-up below it.



27

## Little Haiti

In a palm tree on the sidewalk at the intersection near the traffic light.



34

## Downtown

Under the lowest balcony overhang of the fire training building behind the fire station.





**Downtown**  
In a palm tree next to King Knuts.



**Downtown**  
High up on the north side of the Hyman Stadium, under the rooftop overhang. It's easy to pop with a sniper rifle, but can also be done with the AK or M16 if you stand on the raised bulkhead edge of the parking lot.



**Downtown**  
In a palm tree on the north side of the small platform with stair access. There's a Rampage under the stairs and a Micro SMG on the platform. Shoot the balloon from this platform.



**Downtown**  
Under a satellite dish on the corner white building. You can shoot this balloon from the nearby sidewalk.



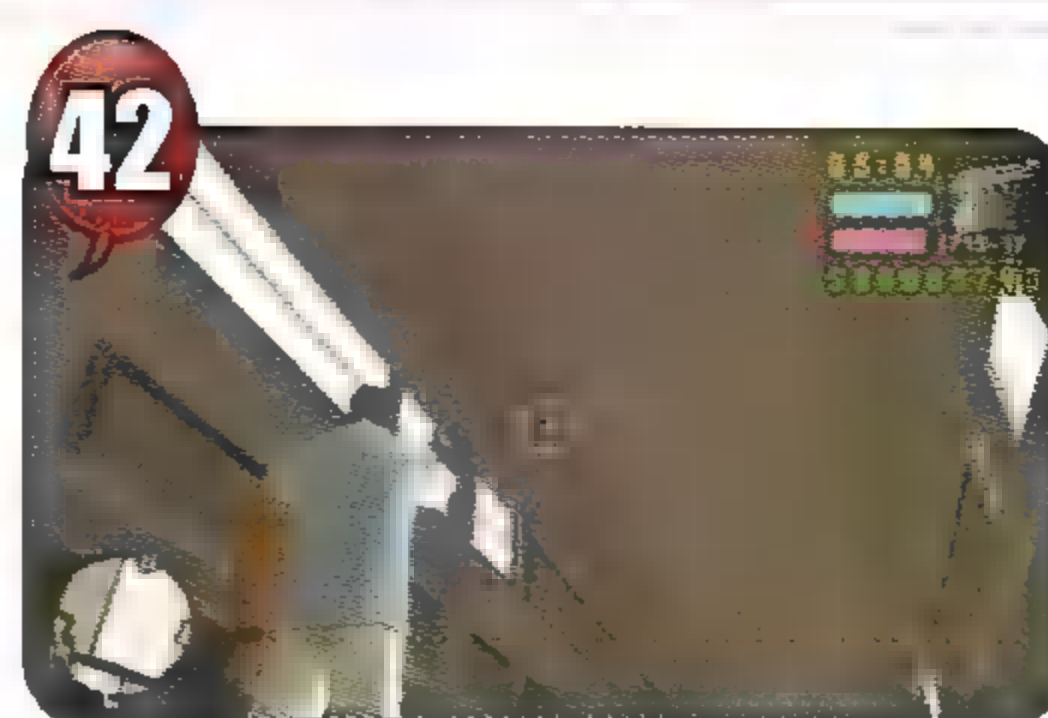
**Downtown**  
On the east side of the tall glass building, east of the stadium. The balloon is stuck in a high overhang; you need a sniper rifle to pop it from the ground.



**Downtown**  
In a palm tree near the hospital. Use the hospital roof access doorway to reach the helipad rooftop.



**Downtown**  
Under a high overhang of the large white building across the street from Mal Viento Deli. There's also a Health power-up at the front entrance to this building. You can use a pistol to shoot the balloon from the sidewalk.



**Downtown**  
In the cut-through in the top of a building downtown. Land a helicopter inside this hole, then shoot the balloon on the ceiling with an AK or M16.



**Downtown**  
Under the large building with stair access to its first level. The balloon is under the overhang on the third level. You can land a helicopter on the ledge below the balloon, or shoot it from the ground with a long-range firearm. Try standing on a car in the intersection to the north and firing at it with an AK.



**Downtown**  
Underneath the rooftop overhang in the corner of the white building adjacent to the Prawn Island bridge. You can shoot it while standing on the bridge.



**Downtown**  
Under the "Kronos" watch billboard that extends over the street.



**Downtown**  
Under the sculpture in the thoroughway beneath the large white building.



**Downtown**  
Under the rooftop satellite dish of the corner building next to the empire building. Shoot it from the corner sidewalk near the empire business.



## UNIQUE STUNT JUMPS

A Unique Stunt Jump (USJ) is a special ramp—made of various materials—that triggers a slow-motion camera angle as you launch off of it. You are not credited with a successful jump if you fall from the vehicle upon landing or if you do not reach the destination as defined by the jump. Most of these jumps require you to ride the fastest bike in the game, the PCJ 600. It has quick acceleration and it's lightweight. Some high performance sports cars can be used on certain jumps—Jet Skis are your water vehicle of choice.

There are 20 Unique Stunt Jumps available on the mainland, and we cover those here. The remaining 10 are accessible once the bridges open (see the beginning of Chapter 3 in this guide for details on USJs 21-30).

### 1 DISTRICT VICEPORT

Jump the docks security building. Find the wooden ramp leaning up against the stack of cargo containers behind (or south of) the building at the docks' gated entrance. Begin your approach to the ramp at the gates near Phil's shooting range. You need a PCJ 600 and must lean forward to achieve adequate speed for the entire run to jump over the building. If your wheels touch the building, the jump is failed.



### 2 DISTRICT VICEPORT

There's a cement ramp on either side of the entrance to the south bridge. You must jump the north ramp, heading south. Use the shoreline sidewalk to build up speed. You can start at the Starfish Island bridge if you wish. With this much room to build up speed, you can usually ace this jump with just about any vehicle. Target your launch between the two palm trees pictured below.







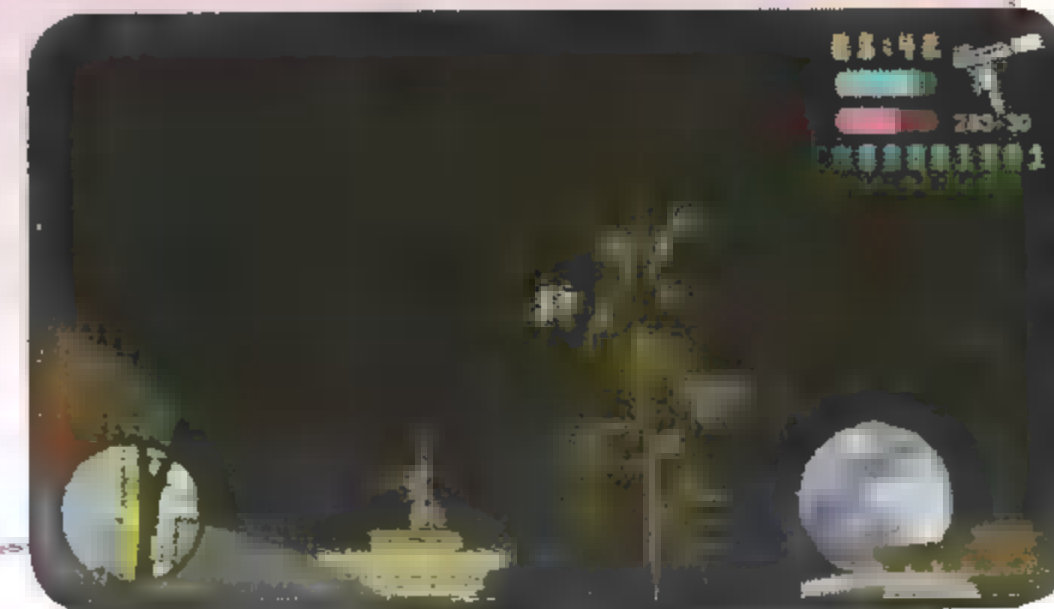
### 3 DISTRICT: LITTLE HAVANA

Find the huge earthen ramp near the airport, then back up north all the way to the small camper along the docks and shoreline in Little Haiti. Use a PCJ 600 to speed south along the brick road, across the dirt path, and up this huge ramp. Land the jump on the airport road.



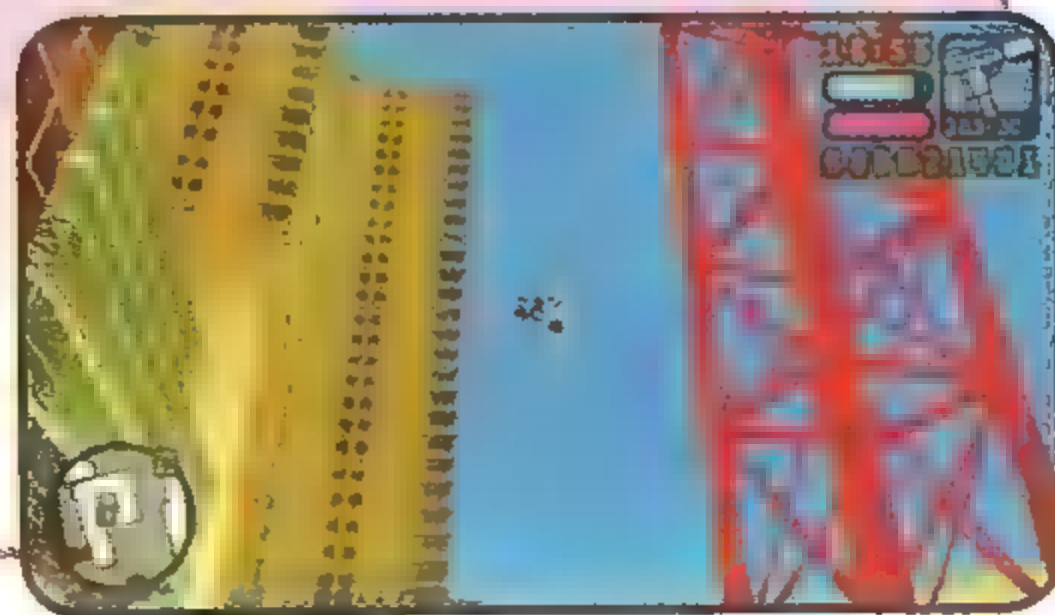
### 6 DISTRICT: VICEPORT

This jump (wooden ramp on a rowboat) is usually achieved during Bryan Forbes' mission, "Leap and Bound." Speed along the sidewalk south of the ramp near the ship, then cut over in time to miss the palm trees. Hit the ramp at a small inward angle to land on the ship and complete the challenge. You can accomplish this jump with most fast cars, and definitely any motorcycle.



### 4 DISTRICT: DOWNTOWN

Drive a PCJ 600 up the back scaffolding ramps to access the room where you rescue Lance in "Taking the Fall." The ramp that faces the back lot at the top of the scaffolding is the USJ. Ride to the back of the room and speed up it. You sail out of the hotel and should land on the concrete platform in the back lot.



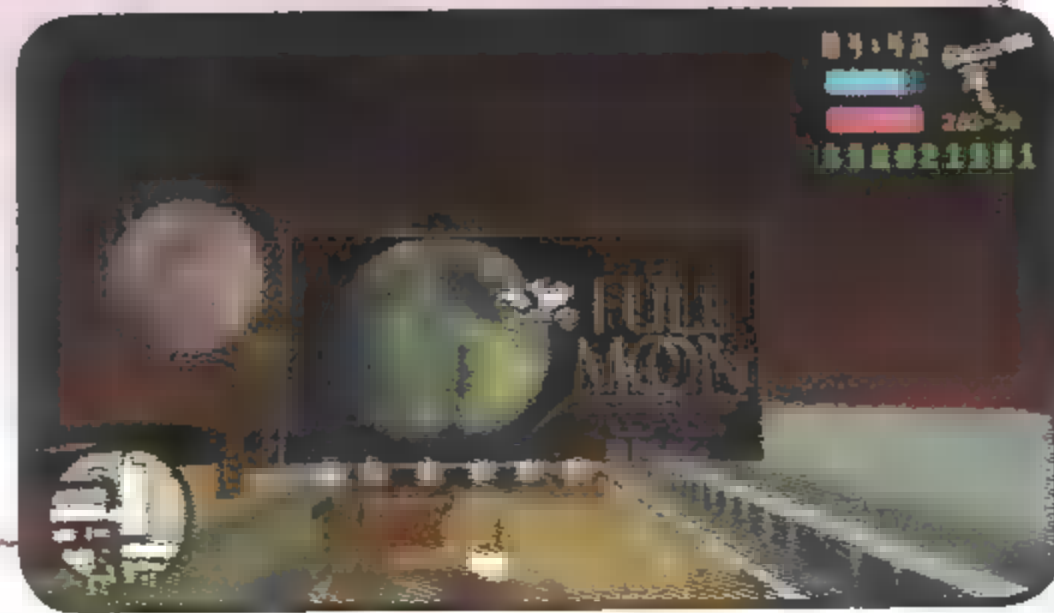
### 7 DISTRICT: DOWNTOWN

Start with a PCJ 600 on the north end of the stadium road (the one closest to the stairs). Wait for a time when traffic is light, then speed south along this road and jump the stairs to the flat platform. Launch over the small chain link fence to land on the fenced-in concrete area.



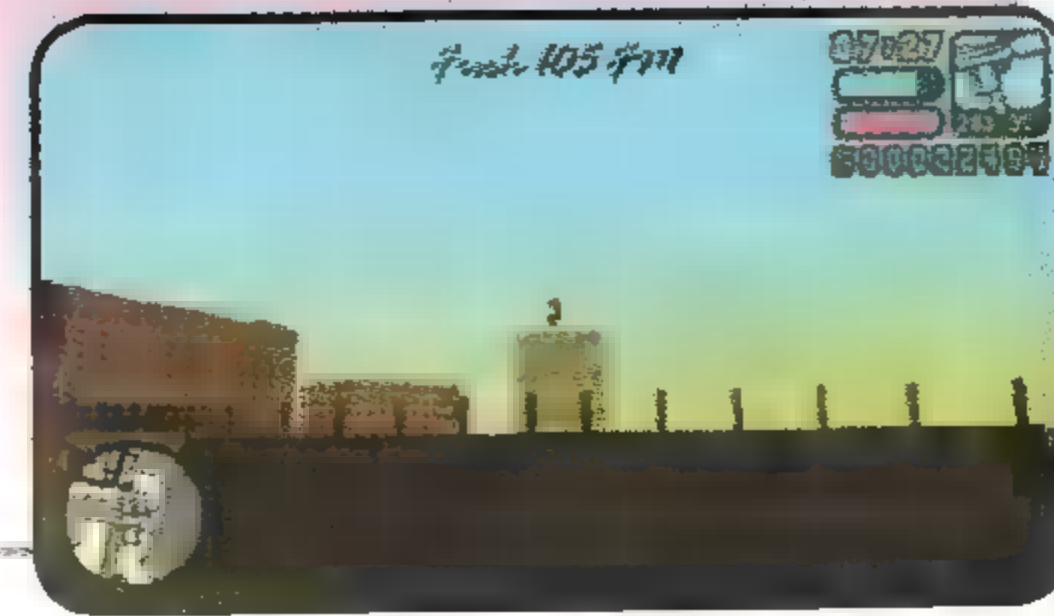
### 5 DISTRICT: VICEPORT

Take a PCJ 600 to the rooftop of the port authority building via the stairs on the east side. Speed along the length of the rooftop from the stairs to the ramp on the far end. A cinematic shows you flying past the Full Moon billboard like a scene from E.T. This jump is usually accomplished during Lance's mission, "The Audition." Land on the green rooftop of the next building near the Civil Asset Forfeiture Impound. Refer to USJ #10 while you're on this rooftop.



### 8 DISTRICT: DOWNTOWN

This big dirt mound is hard to miss. Drive south along the shoreline. You have plenty of room to build up speed. Hit the ramp fast, leaning forward for even more speed, then jump over the tall wooden fence and land in your Compound safe house lot.





## 9 DISTRICT: LITTLE HAITI

This ramp is located next to the camper we suggest as a starting position in USJ #3. This time, back up to the USJ #3 ramp, then speed north up the wooden ramp beside the camper. To complete this challenge, you must jump the channel and land on the landmass to the north. You need a PCJ 600 and must lean forward for speed.



## 12 DISTRICT: DOWNTOWN

Jump the ramp that's leaning against the cement pipes (one has a Rampage in it and another has a Balloon inside). Find the hint of a pathway that runs from the ramp behind the cement platform you jump onto from USJ #4. Follow this from the beginning near the back fence, then lean forward in your PCJ 600 to hit the ramp and jump over the construction office and fence. Land in the grassy lot beside the construction site.



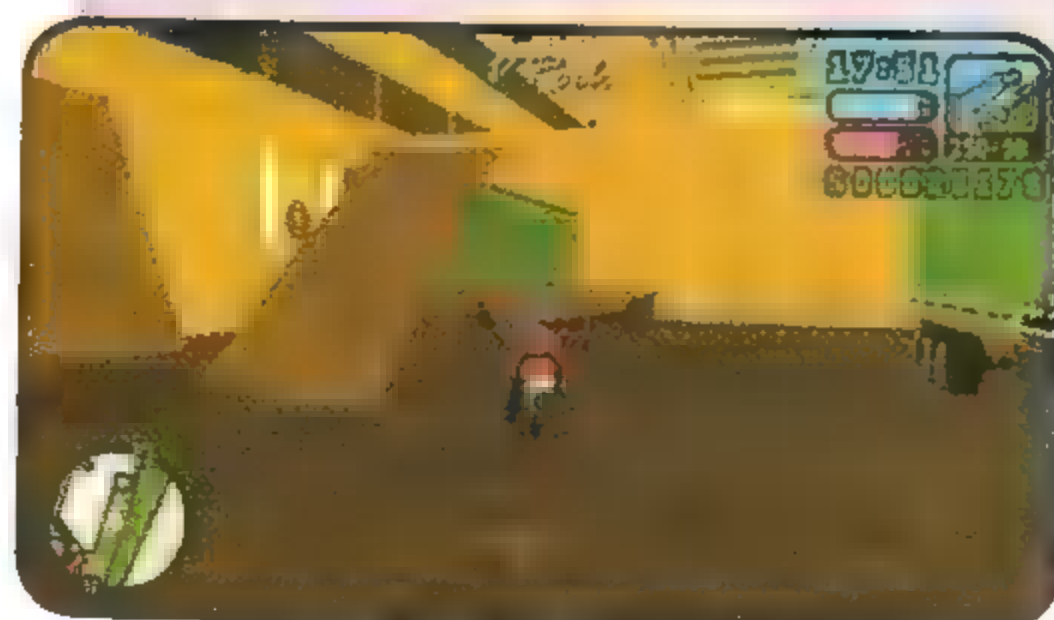
## 10 DISTRICT: VICEPORT

Use USJ #5 to reach the rooftop of the Civil Asset Forfeiture Impound building. Start on the south end of the rooftop, then lean forward, speed north along the rooftop in a PCJ 600, and hit the ramp. You must clear the following building and land in the grass behind Marty's Loan Shark business.



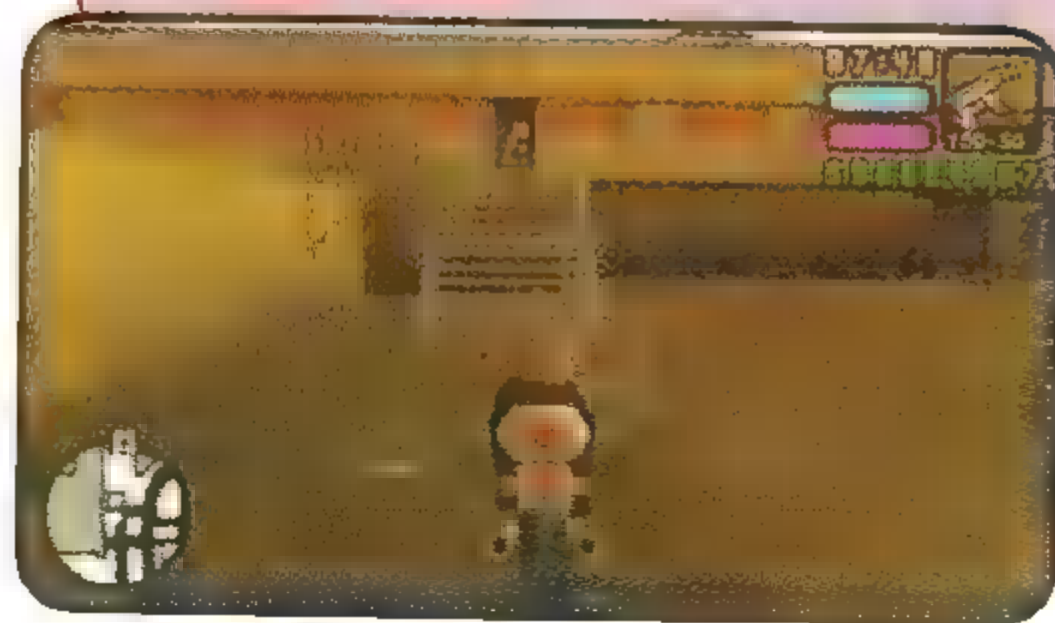
## 13 DISTRICT: DOWNTOWN

Use a PCJ 600 to speed along the eastern part of the road in front of the stadium, heading south along the backside of the nearby buildings. Lean forward and veer into the walled back lot behind the building beside the empire business. Shoot up the ramp and get some serious air. You do not need to land on the rooftop of the next building's outcropping, but you must come close to the wall. If you do land on the rooftop, you can reach USJ #14 on top of King Knuts.



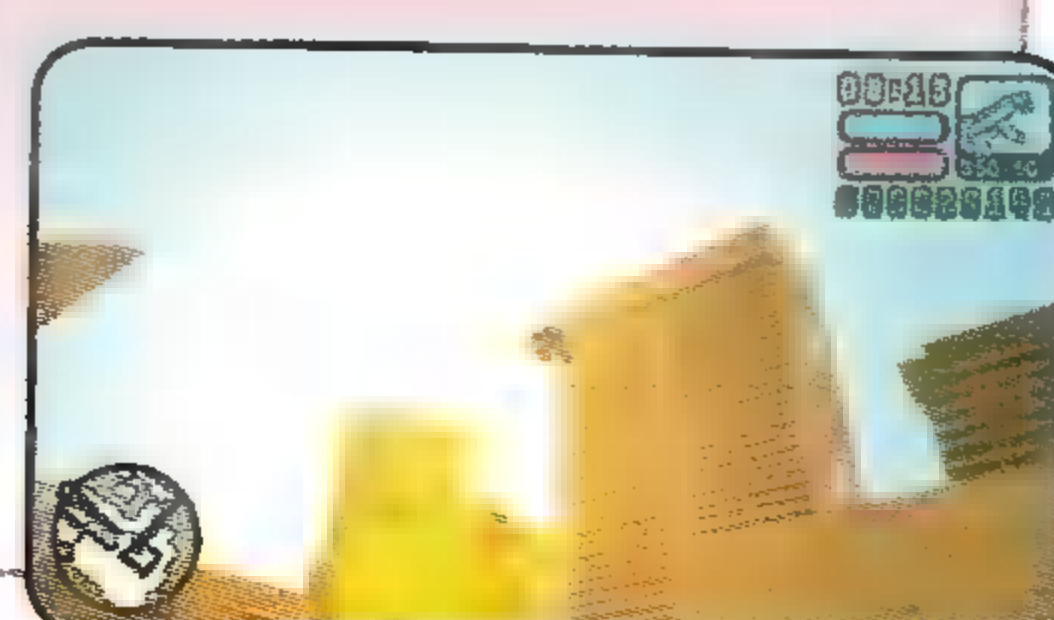
## 11 DISTRICT: LITTLE HAITI

Use the alley to the south for a running start on the White Stallion staircase jump. You need a PCJ 600 and must lean forward for the entire run to make it over the bar.



## 14 DISTRICT: DOWNTOWN

There's a Rampage underneath the ramp on the King Knuts rooftop—perform this first if you had a hard time reaching the rooftop. Use USJ #13 to reach the rooftops. Lean forward and speed in a PCJ 600 from the western edge of the rooftop to hit the ramp, then jump the street and land on the rooftop of the tall building across the street from King Knuts.

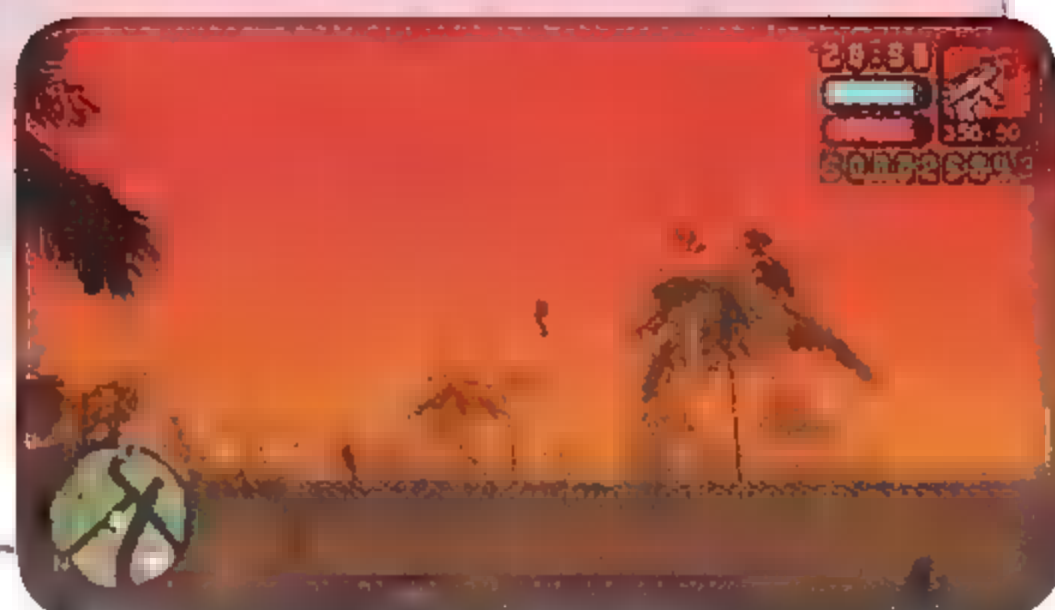






# 15 DISTRICT: ESCOBAR INTERNATIONAL

Speed along the road behind the north terminal (Terminal C), heading southeast to hit the mobile stairs near the road wall. You must jump over the wall, the road, and the following fence to land in the grassy field. The PCJ 600 does this with ease.



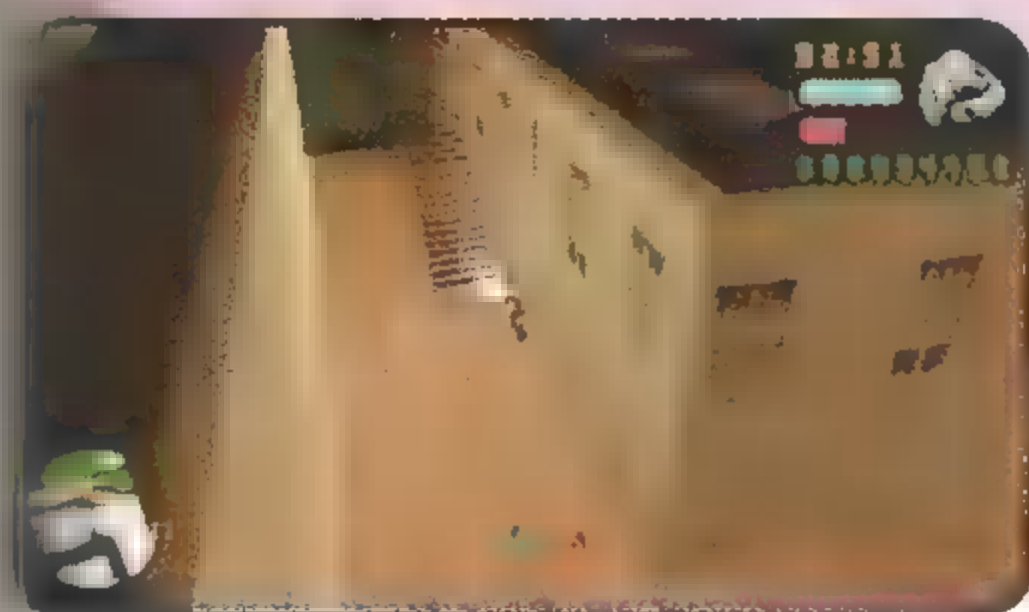
# 18 DISTRICT: ESCOBAR INTERNATIONAL

Use the mobile stairs to jump the plane in front of the stairs. Get on a PCJ 600 and start your run near the plane at the terminal, following a straight line from the ramp southeast (as shown on our map). Lean forward and hit the small mobile stairs to clear the plane and complete the jump.



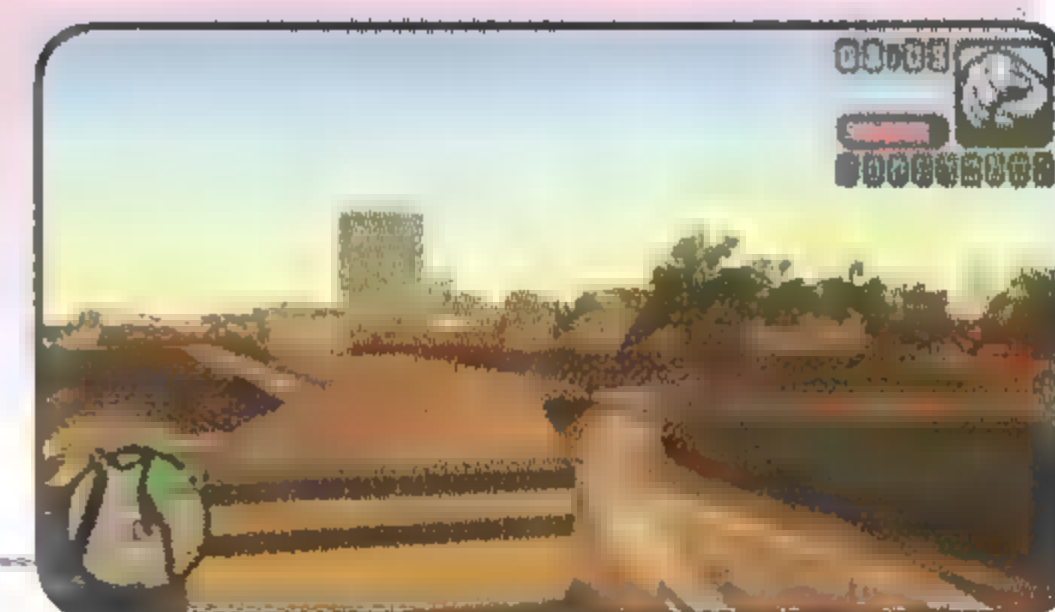
# 16 DISTRICT: DOWNTOWN

Use the stairs in the alley beside this building to jump onto the dirt path of the dirt bike course. You can back up as far as the stadium to get enough speed. Ride along the sidewalks to help align your shot up the ramp.



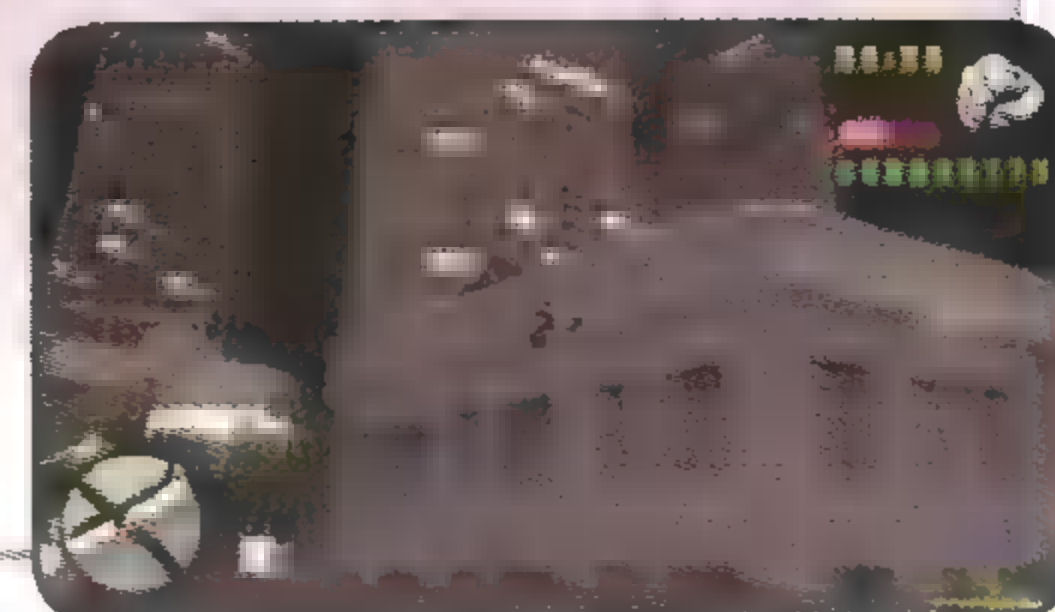
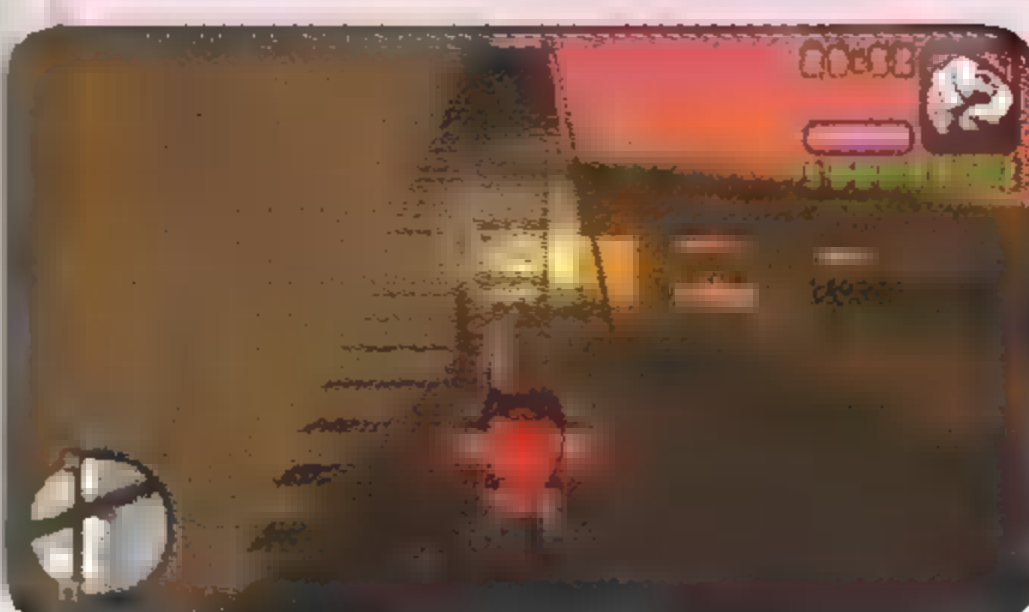
# 19 DISTRICT: ESCOBAR INTERNATIONAL

Find the double staircase on the east side of this large building that resembles a hangar. Start with the back tire of your PCJ 600 on the south edge of the rooftop. Lean forward from the start until you hit the ramp on the north end. Jump onto the next rooftop to complete the challenge.



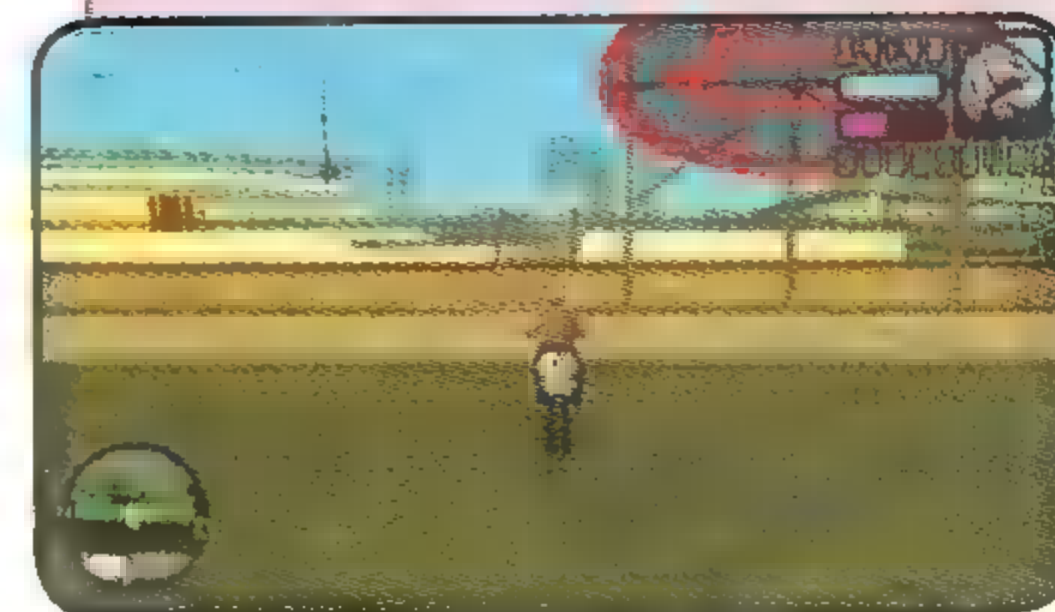
# 17 DISTRICT: DOWNTOWN

Use the stairs to the building south of the bridge to Prawn Island—they're on the east side, facing the water. Hop on a PCJ 600 and start your run near the pier where Lance is abducted and placed in a boat during the "Leap and Bound" mission. Along the way, watch out for the curb where the building begins and lean forward when you see the stairs. You must jump over the bridge and land on the other side near the Armor.



# 20 DISTRICT: LITTLE HAVANA

Start your run in the alley behind the buildings to the west of the restaurant boat—behind and beside the speed bump so it doesn't mess you up. Speed through the space between buildings, across the street and median, then up the boat stairs near the Benny's sign. You launch very high in the air, but land on the bow of the boat.





## RAMPAGES (MAINLAND)

There are 30 Rampage icons scattered throughout Vice City. Every game in this series since *Grand Theft Auto III* had 'em, so why stop now? Besides, they're loads of fun! Step into a skull icon and a specific challenge begins. During a Rampage, you are given a particular weapon with unlimited ammo and an order to execute a certain number of gangsters within a time limit. If you fail the challenge, any Wanted Level incurred during the Rampage remains until you get rid of it with bribes or the Pay 'n' Spray. Pass the Rampage and you'll automatically lose the Wanted Level and earn money.

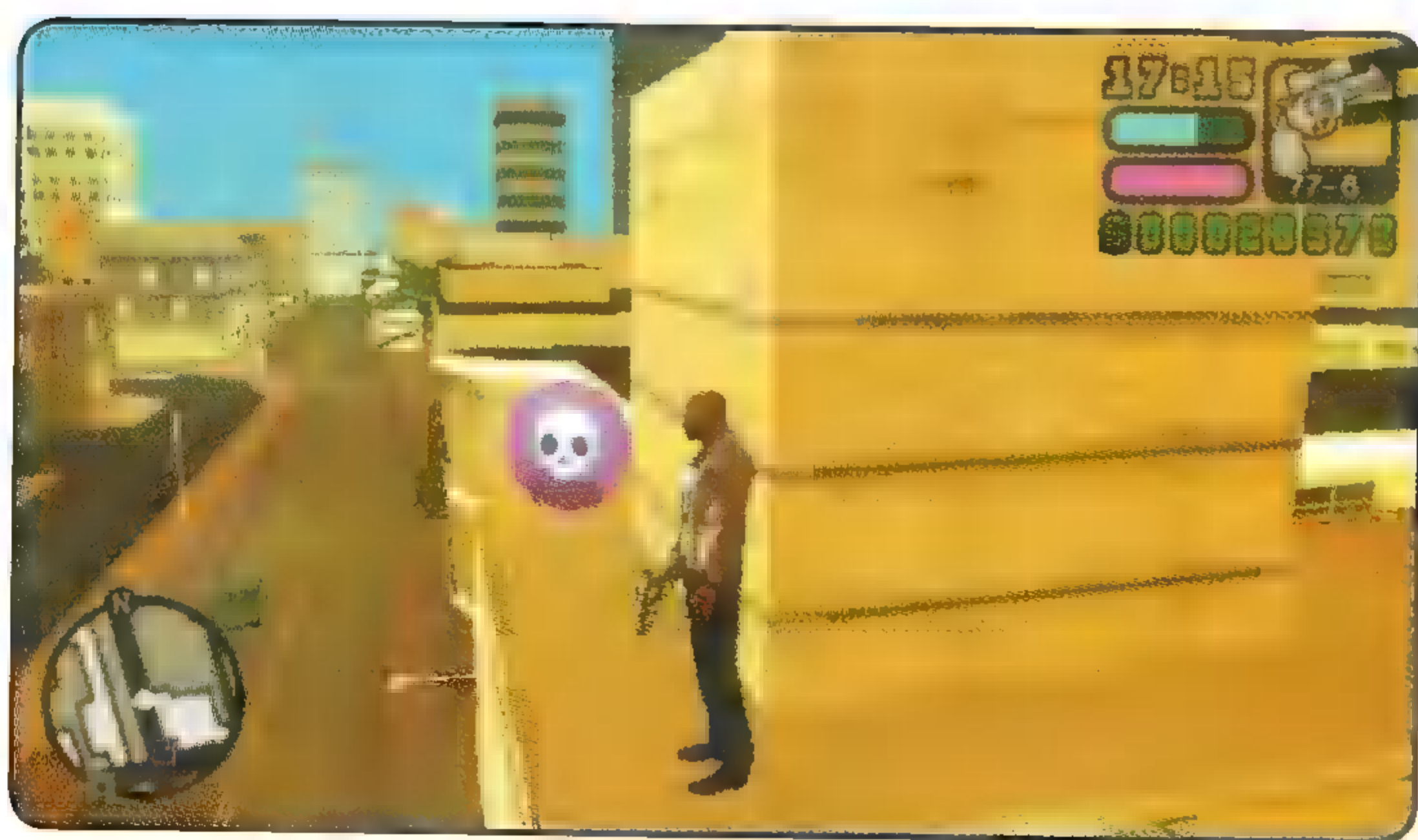
In previous games, the Rampage icon would relocate if you failed it and fade away if you passed it. Not this time... now if you pass a Rampage, the icon remains in the same place and allows you to have another go at it, just for fun. The icon turns a darker shade to indicate that you've already passed that challenge. The money won from Rampages increases as you complete more and more of them.

### RAMPAGE 1: TRASH 15 VEHICLES IN TWO MINUTES.

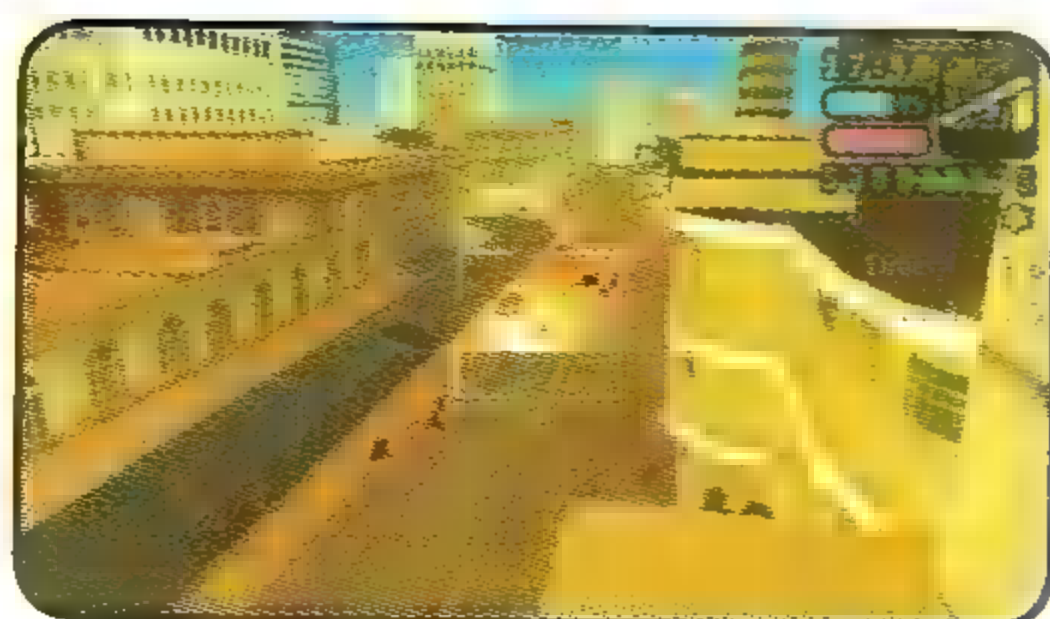
**Location:** Downtown, Police Station rooftop northwest ledge.

**Weapon:** Rocket Launcher

Climb the roof access stairs of the Downtown police station. Pass by the Rampage under the helipad ramp and continue up the next set of stairs. Head to the western edge of the rooftop, facing the fire station. Walk north along the edge of the roof and you'll find the Rampage on a narrow ledge behind a column. Sneaky!



Press the R button to bring up the Rocket scope and start blasting vehicles on the road below while standing on the western edge of the roof where you found the Rampage. Blasting police cars brings more law enforcement vehicles, and every vehicle counts. Hit ambulances, fire trucks, traffic, and even helicopters if they show up.





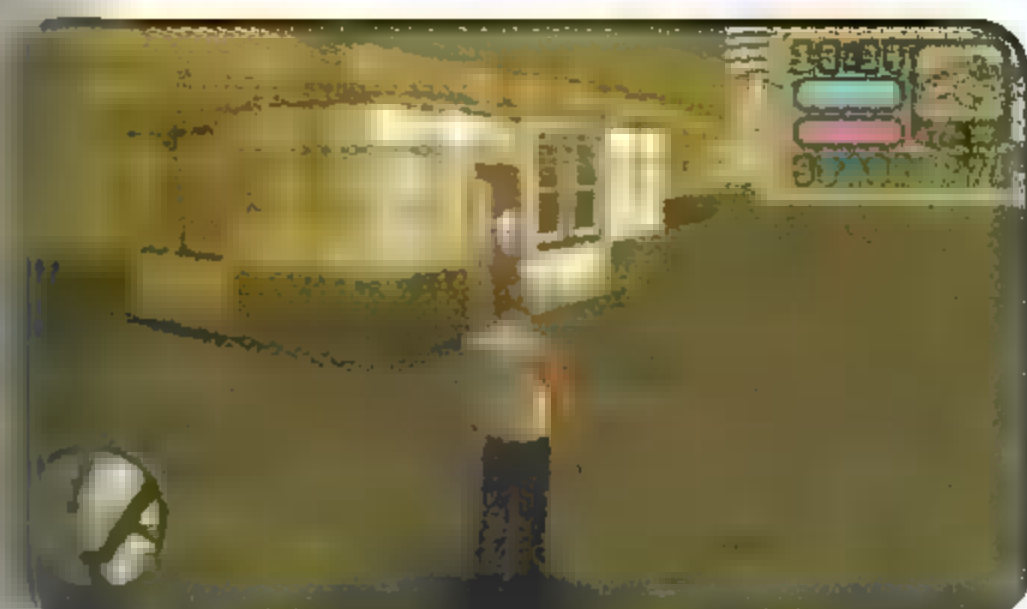


## RAMPAGE 2: TERMINATE 45 BIKERS IN TWO MINUTES.

**Location: Downtown, inside rooftop shack.**

**Weapon: Minigun**

Find the Rampage icon inside the rooftop shack that was a purchasable property in Grand Theft Auto: Vice City. Climb the stairs on the east side of the building to reach the rooftop. Once you've activated the challenge, run back down the stairs and begin plugging bikers that appear in mobs on the sidewalks around this area. There's no auto-aiming with the minigun; you must free aim it!

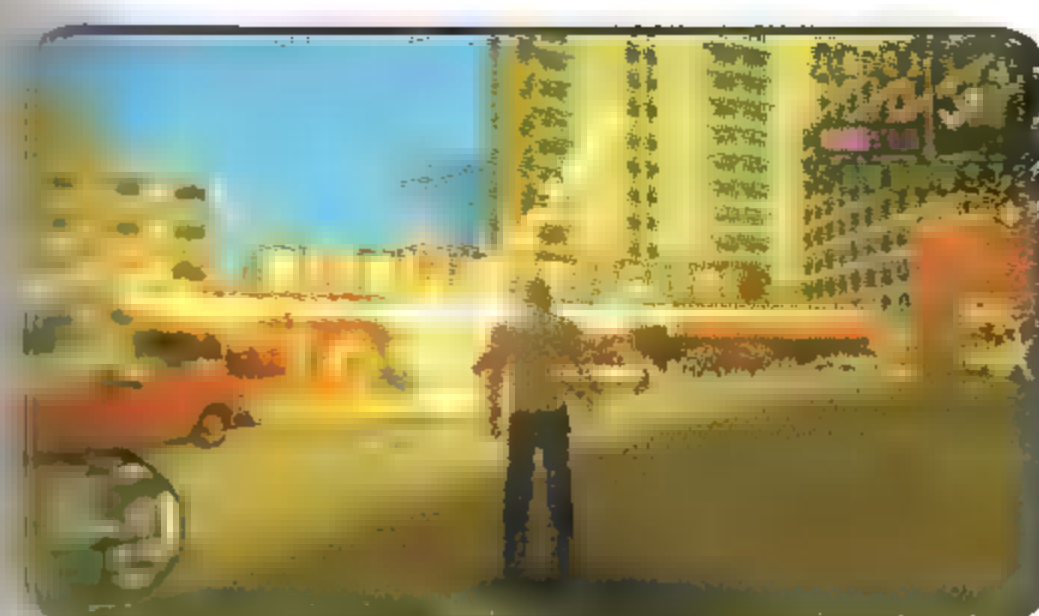


## RAMPAGE 3: INCINERATE 10 VEHICLES IN TWO MINUTES.

**Location: Little Haiti alley.**

**Weapon: Molotovs**

The Rampage icon is in a very narrow and recessed alley between two nondescript storefronts in Little Haiti. You can get to it from the street or through the large alley behind the stores. If you played Lance's mission, "Jive Drive," you'll remember this large back alley as the place Lance stopped driving and you had to fend off Cholos and protect Lance.



Once the challenge has begun, take your Molotovs to the street and just start throwing. Throw at passing cars and people to bring ambulances and fire trucks, then burn those, too. Burn everything you can to attract more vehicles. One exploding vehicle takes out another, and this counts toward your incineration count. Vehicles burn very easily in this game; the Molotovs are strong and it only takes one to destroy a vehicle. Stay away from the fires.

Once the challenge has begun, take your Molotovs to the street and just start throwing. Throw at passing cars and people to bring ambulances and fire trucks, then burn those, too. Burn everything you can to attract more vehicles. One exploding vehicle takes out another, and this counts toward your incineration count. Vehicles burn very easily in this game; the Molotovs are strong and it only takes one to destroy a vehicle. Stay away from the fires.

## RAMPAGE 4: TAKE OUT 25 BIKERS IN TWO MINUTES.

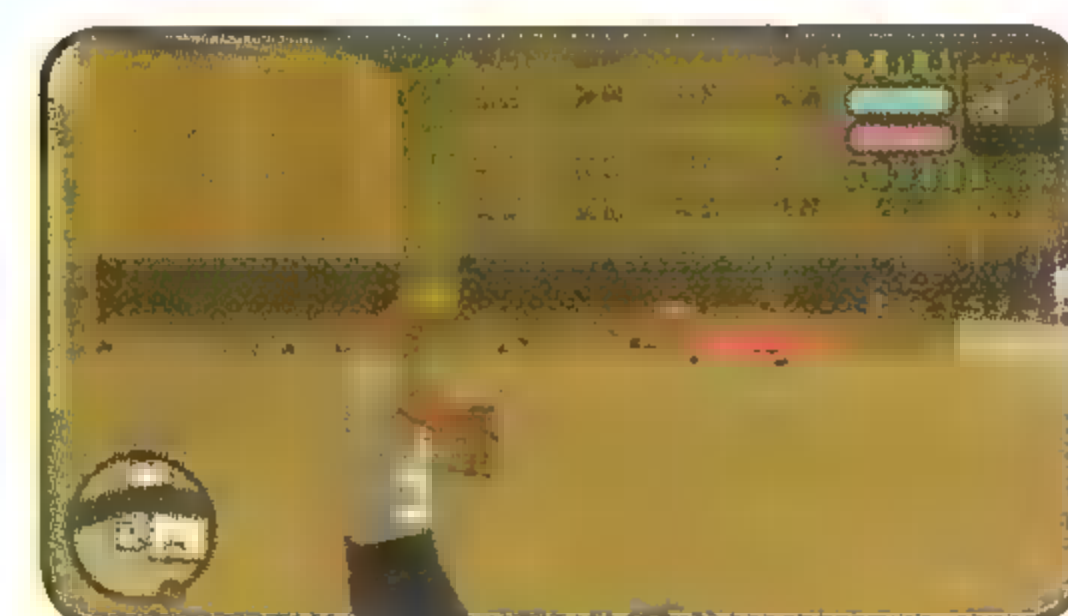
**Location: Downtown parking lot.**

**Weapon: M249**

This Rampage icon is hidden under the corner of a building's overhang near a row of garages. This is a large parking lot in the center of a bunch of tall buildings. There's usually an Infernus parked in this lot. Grab the Rampage icon and use the Infernus to get to the nearby street quickly.



The M249 is a powerful but light machine gun. It's like having an easy-to-carry minigun. Press the L button and target the bikers along the sidewalks and start shooting. Quickly scroll through available targets with the left and right buttons. Just keep shooting and keep scrolling through targets. Walk a bit if no more bikers appear, then quickly turn and shoot; they often appear behind you before showing up ahead of you. The M249 takes out bikers so quickly that you really don't have to worry about their attacks, as long as you scroll and shoot quickly.



## RAMPAGE 5: KILL 20 CHOLOS IN TWO MINUTES.

**Location: Little Havana rooftop.**

**Weapon: Sniper Rifle**

There's a small alley in the group of four small buildings that's indicated on the map around this Rampage. Use the series of stairs and rooftops to reach it, or drop down in a helicopter. Once you've begun the challenge, walk up to the northern edge of the rooftop, then jump at an angle onto the small knee-high wall around its edge. Perch here and aim down to shoot Cholos on the sidewalk below.



You can also use the alley below. Just stand at the entrance of the alley to keep Cholos from appearing behind you. This is a regular sniper rifle, so the shooting and reloading is slower.





## RAMPAGE 6: EXECUTE 50 CHOLOS IN TWO MINUTES.

**Location:** Little Havana, between Sunshine Autos and its north chain link fence.

**Weapon:** Minigun

This Rampage is found in the narrow space between Sunshine Autos and its chain link fence to the north. Grab the Rampage icon, then run into the car lot and begin blasting Cholos on the nearby sidewalks. Shoot everything, including vehicles. The explosions from nearby vehicles take out Cholos and these count as kills. There's no auto-targeting, so keep your back to Sunshine Autos and scan the north-south sidewalks to keep Cholos from sneaking up on you.



## RAMPAGE 8: CRUSH 15 BIKERS IN TWO MINUTES.

**Location:** Downtown hotel construction site.

**Weapon:** Vehicle

The Rampage icon is hidden inside one of the large pipes in the pile that creates a USJ. Grab the Rampage and sprint for the nearby Bulldozer. Drive out to Bayshore Avenue and start running over bikers. It may not be long until their bullets take a toll on the bulldozer. When fire appears, jump out and grab another nearby vehicle, then continue the Rampage. If you run out of bikers, pause the game to find the nearest biker-run business and get there fast.



## RAMPAGE 7: EXTERMINATE 25 BIKERS IN TWO MINUTES.

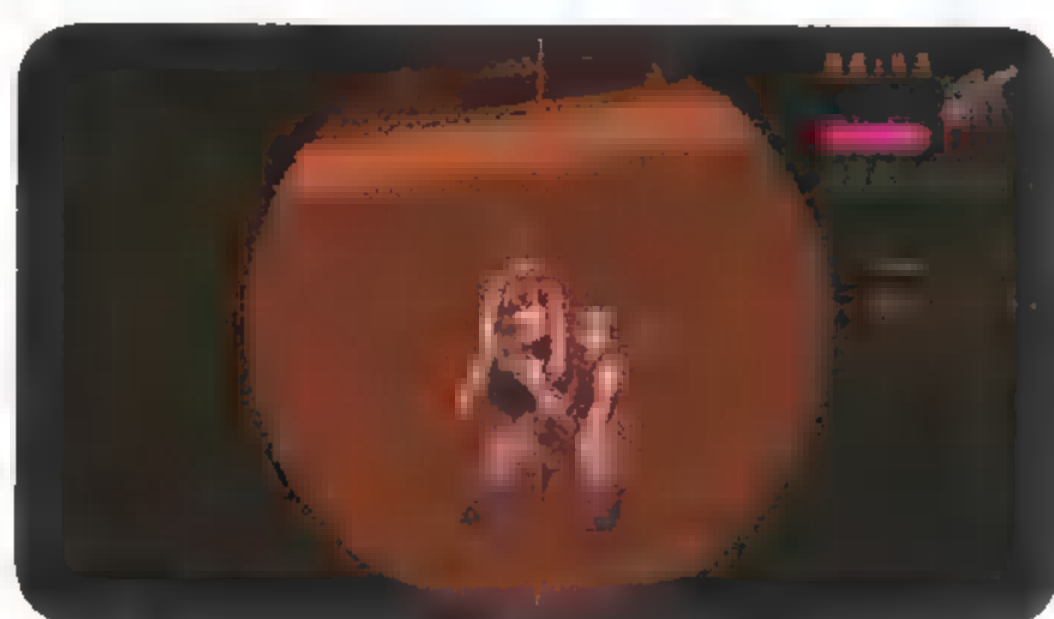
**Location:** Downtown, police station rooftop.

**Weapon:** Laser Sniper Rifle

Find this Rampage under the helipad ramp on the police station rooftop. You have two minutes to pop 25 bikers with the laser sniper rifle. Head to the rooftop stairs and sprint toward the platform with the AK47 on it.



Step up to the southern edge of the rooftop and aim down to the street below. You are fairly safe from biker attacks by completing this challenge from here. There are plenty of bikers (the leather-clad hoodlums) on the sidewalks below to finish this mission with ease. Do not shoot the paramedics that appear, though; they bring the dead bikers back to life, which allows you to shoot them again for more kills.



## RAMPAGE 9: ELIMINATE 40 CHOLOS IN TWO MINUTES.

**Location:** Little Havana, high porch of corner residential house.

**Weapon:** MP5

The Rampage is on the high porch of a house on the southwest corner of the Little Havana residential area. Start your assault from this porch, using its high walls as cover. Once this location no longer spawns Cholos, sprint down the street until you find more. Always watch your back when you leave a Rampage area; more enemy targets often appear behind you in areas you just left. The MP5 is a powerful submachine gun, so you should have no problems holding off attacking enemies.







# RAMPAGE 10: ERASE 45 CHOLOS IN TWO MINUTES.

**Location: Little Haiti, rooftop near the dump.**

**Weapon: Spas 12 Shotgun**

This Rampage is on the east side of the rooftop near the red metal bridge with the Armor on it. This is reached by heading down the road to the dump. Find the stairs (ramp) on the west side of the building. The spas shotgun has good range and the entire challenge can be completed from the northern edge of the rooftop. Target-shoot and scroll through targets. Step to the edge to get the Cholos on the sidewalk directly below you. Sprint away from the edge and return to make more Cholos appear. Or, walk up and down the length of the northern edge of the rooftop to find more Cholos further west, toward the dump. You are relatively safe from their attacks while on the rooftop.

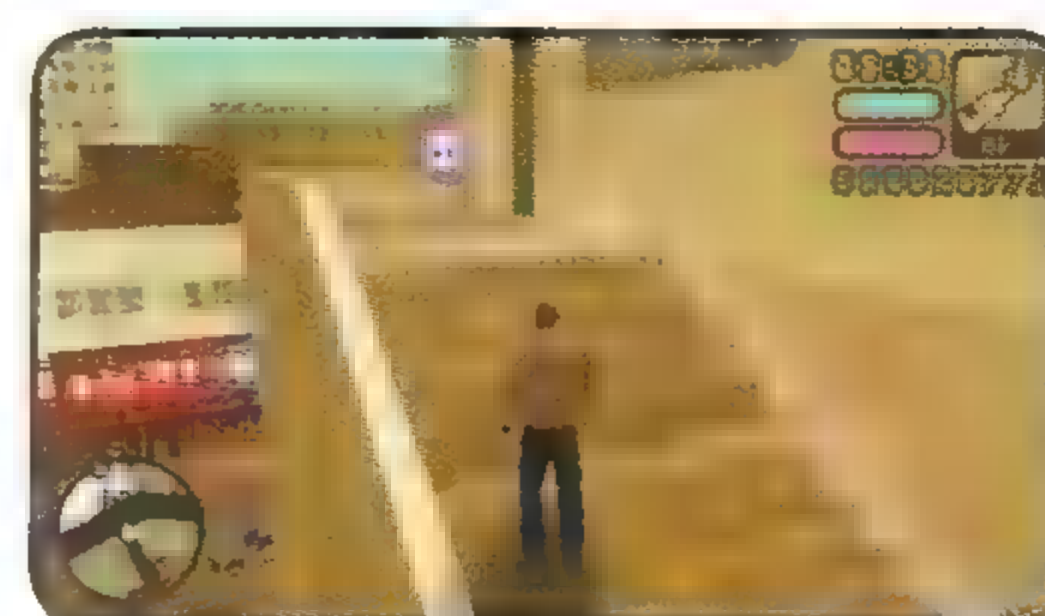


# RAMPAGE 12: EXECUTE 25 BIKERS IN TWO MINUTES.

**Location: Downtown, tall stairs near Ammu-Nation.**

**Weapon: Micro SMG/Vehicle**

Find this Rampage at the top of the large set of steps east of Ammu-nation. (These steps were used for a USJ in Grand Theft Auto: Vice City.) Once you've started, run down the stairs and enter the nearest vehicle. This is a drive-by challenge. Shoot 25 bikers drive-by style before time runs out. If your car billows black smoke, jump out and jack another one quickly.



# RAMPAGE 11: MOW DOWN 20 BIKERS IN TWO MINUTES.

**Location: Downtown, under stairs in small corner courtyard.**

**Weapon: Vehicle**

This Rampage is under the stairs that lead to a platform with a submachine gun power-up. Take the Rampage and dash to the street. Grab the first vehicle you can find and begin running over the many bikers on the sidewalks around this area. Switch vehicles when yours takes too much damage.



# RAMPAGE 13: NEUTRALIZE 30 CHOLOS IN TWO MINUTES.

**Location: Little Havana, police station rooftop.**

**Weapon: Sawn-off Shotgun**

Use the stairs on the west side of the police station to reach the rooftop. Find the Rampage on the south end of the rooftop in the middle of the air conditioning units. The sawn-off shotgun's range won't allow you to target and shoot from the rooftop, so sprint back down the stairs and take to the streets. Sprint to the front of the police station and use its parking lot's short wall for cover as you blow away Cholos on the surrounding sidewalks.





## RAMPAGE 14: KILL 40 BIKERS IN TWO MINUTES.

**Location:** Downtown, King Knuts rooftop.

**Weapon:** Rocket Launcher

Use the USJ jump behind the King Knuts to reach the rooftop or drop down in a helicopter. The Rampage is underneath the USJ on the edge of the rooftop.



You have a Rocket Launcher and you're high up on a rooftop, safe from most harm. Blow up bikers below. Blow up vehicles so the explosions take out more bikers. If you can't see the bikers on the sidewalk below, but you can hear them, shoot rockets near the edge of the rooftop down onto the sidewalk; the splash damage will obliterate the bikers.

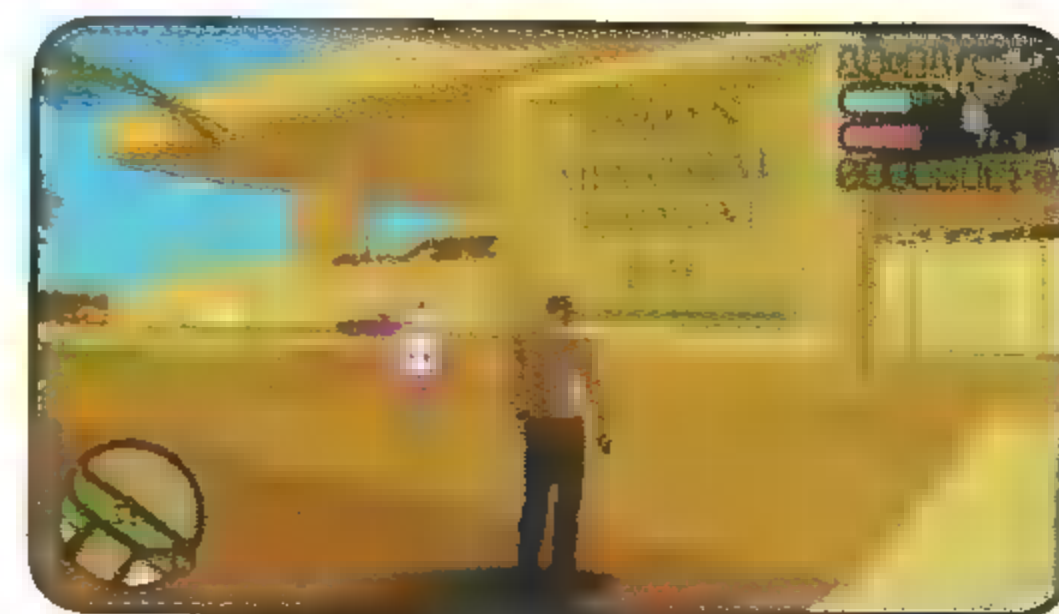


## RAMPAGE 16: DECIMATE 30 BIKERS IN TWO MINUTES.

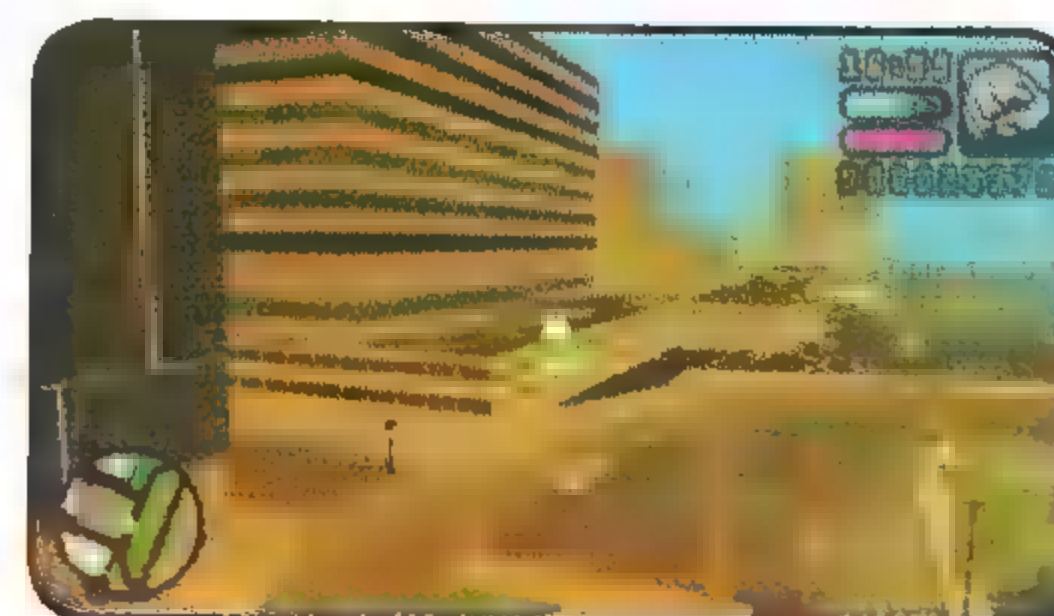
**Location:** Downtown, Hyman Memorial Stadium.

**Weapon:** Remote Grenades

The Rampage icon is located at ground level in front of the stadium's name, so it's hard to miss. However, this is one of the most difficult Rampages once you're there. You have remote grenades and two minutes to blow up 30 bikers.



This is tough, as all the bikers fire on you and you can't shoot back; you have to rely on grenades that you must first throw before detonating. So many things make this challenging. First, you have to throw the grenade in a crowd of bikers and detonate it while staying away from the blast and detonating before they leave. Running away and trying to blow up pursuers is very difficult. Even if you stand on the stadium steps, you're still surrounded by bikers.



## RAMPAGE 15: TAKE OUT 30 BIKERS IN TWO MINUTES.

**Location:** Downtown, tall building ledge.

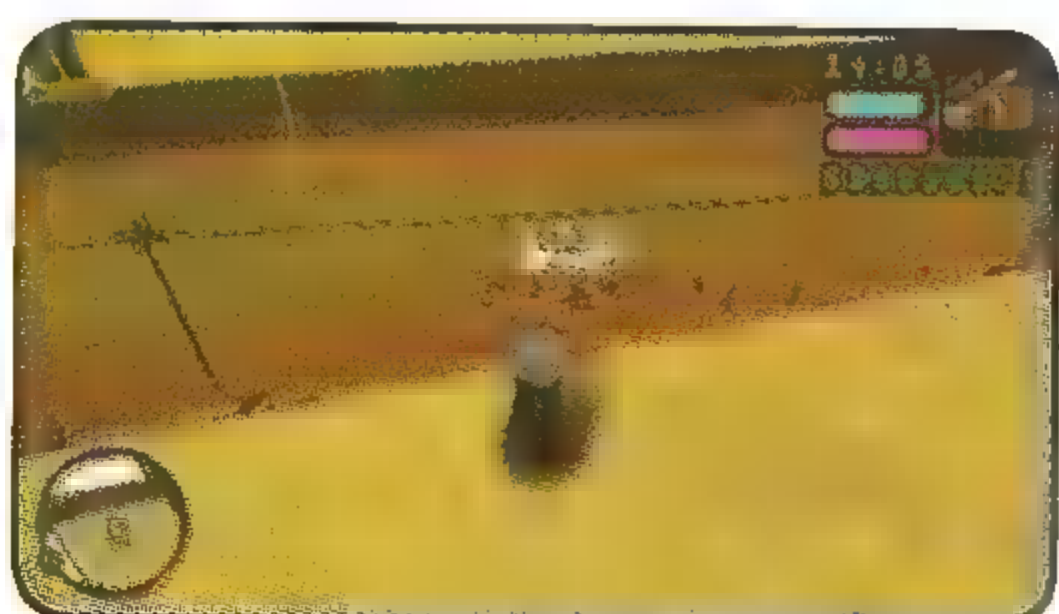
**Weapon:** Laser Sniper Rifle

Use a helicopter to drop down to the high ledge on this tall building. The Rampage is wedged between the side of the building and a short wall near the ledge on the east side.



Walk out to the ledge and shoot the bikers on the sidewalks below. You shouldn't be in any danger from the bikers at this distance, but you *are* in danger of falling. The closer to the edge of the ledge you get, the better, which increases your risk of falling. Use the L button for precision aiming. There's even a lower ledge below you where you can jump down and take minimal damage. From this ledge, you may be able to see more bikers since the ledge wall is now out of your way.

Fortunately, we have a tactic that might help. Bring a helicopter and park it near the Rampage. Activate the Rampage, then jump in the chopper and fly to the top of the ring structure that surrounds the drive in front of the stadium. Land it on top of the narrow ring, then get out and throw grenades down on the bikers below. The ring gives you room to move to new areas when the bikers under your spot have all been defeated. Bomb cars below, as well. If bikers die because of something you did with grenades, it still counts. Good luck.







## WELCOME BACK TO VICE CITY

You are Vic Vance, Lance Vance's brother—remember him from *Grand Theft Auto: Vice City*? Vic's in the military and living on base at Fort Baxter, Vice City. He joined the army to support his family, financially, and is desperate to help them at any cost, which leaves Vic with a vulnerability to corruption. This story takes place before the original *Vice City*. If you remember, Vic Vance dies in the drug deal gone bad as that game begins. Tommy Vercetti was in charge of this debacle.

### CHAPTER 1

## Pastimes

There are 10 Pastimes available at the start of the game: Taxi Driver, Paramedic, Vigilante, Fire Fighter, PCJ Playground 1 (Downtown Police Station), Hover Craft Race 1, Turismo (Sunshine Auto), Sanchez Time Trials, Quad Bike Time Trials, and BMX Time Trials. Just in case you want to check them out before getting down to business, we've covered each of them here.

Other Pastimes become available later after certain missions and when the bridges open up to the islands. Completing Pastimes rewards you with great features and goes toward 100% completion of the game. Use our Pastimes map in the Basics section of this guide to help locate these.

### TAXI DRIVER (PASTIME)

**Availability:** Beginning of the game.

**Location:** Anywhere there's a Cabbie or Taxi.

**Reward:** Cash, depending on distance traveled and the tip bar.

**Unlocks:** Complete 50 fares (nonconsecutive) or earn \$5000 from fares to unlock.

### DETAILS

Back a Taxi or Cabbie and press the Up button to begin Taxi Driver. You must pick up pedestrians and take them to their desired destination within the given time limit. The fares are generated randomly and their destinations are random, as well, but always begin from pre-scripted locations.



A tip bar, which appears on screen when you pick up a fare, continually drains over time, and even faster if you crash into things. If the tip bar is above empty upon arrival to the fare's destination, you are rewarded a tip. The tip increases depending on how full the tip bar is once you reach the destination.



There are four different types of fares: Classic, Shopping, Robbery, and Follow the Car.

### CLASSIC

The Classic taxi fare is one that you'll find in most *Grand Theft Auto* titles. You pick up a fare and take them to a destination within the given time limit.



### SHOPPING

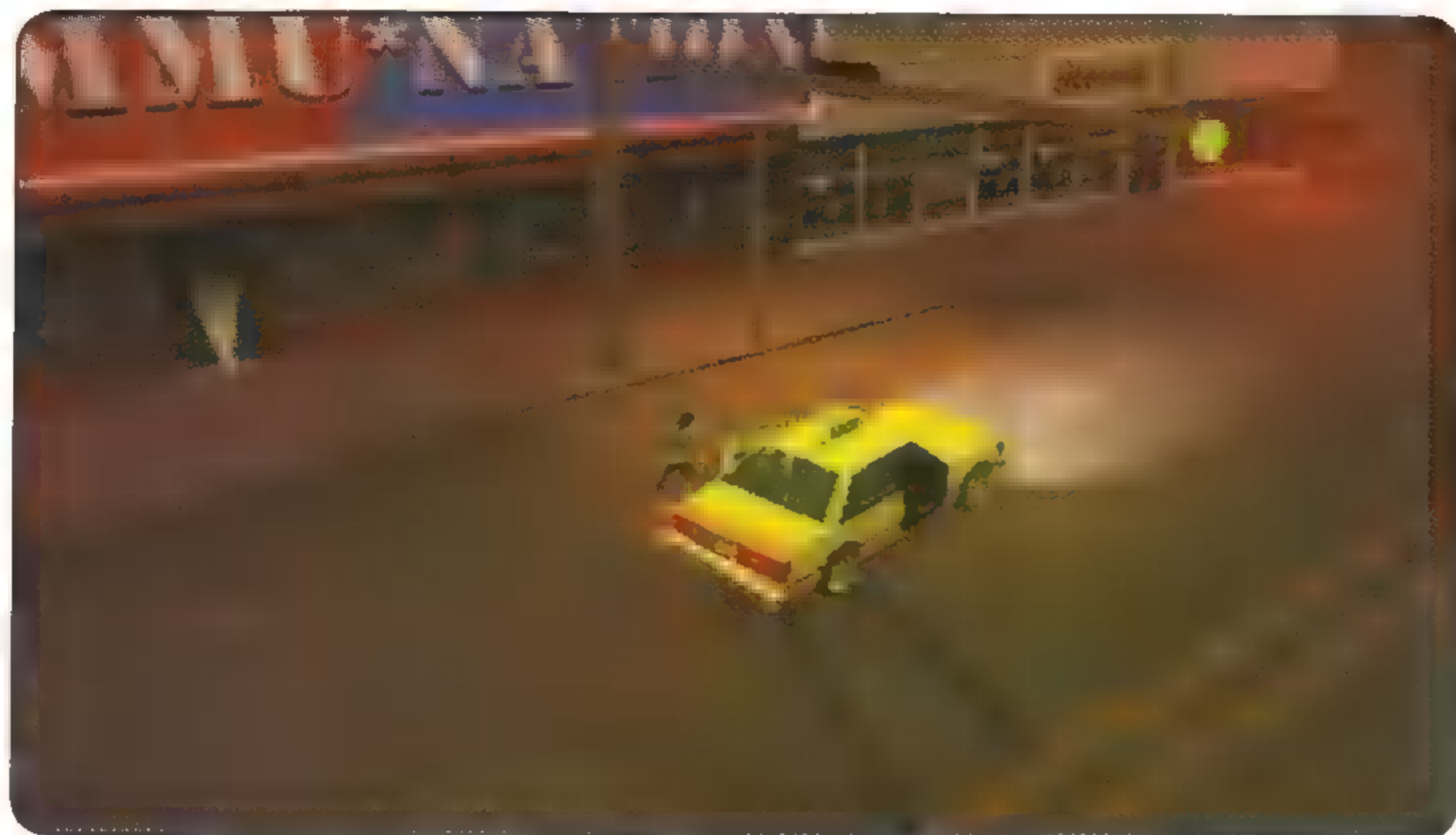
The Shopping fare is a new feature to the series. You pick up a fare, take them to a shop, wait for them to return, and then take them to another destination.





## ROBBERY

The Robbery fare is also new. You take the fare to a shop, they rob it and return to the cab, then you take them to another destination. A Wanted Level is given after each robbery.



## FOLLOW THE CAR

Follow the Car is also new to Grand Theft Auto. Pick up a fare and a random nearby car is blipped. You must then follow it. Colliding or getting too close to the car for too long results in failure. There's no timer; only a tip bar, which depletes if you drive too close or stray too far from the target vehicle.

## TIPS

Use a Taxi, not a Cabbie. A Taxi offers far better handling than the wobbly Cabbie. When you have time, get your Taxi repaired at Pay 'n' Spray; if the cab is too damaged, you will not be able to pick up any fares and you risk blowing it up. Robbery missions make this extra trip worthwhile, as you often need to lower your Wanted Level.



You can leave your cab, but you must return to it within 44 seconds. You cannot jack and use another cab to replace your original cab. If it's damaged, get it repaired.

Drive along wide sidewalks, the middle of two-lane roads, or on long stretches of grass to avoid damage or head-on collisions.



You can find the number of fares dropped off and the amount of money made as a taxi driver by accessing the Stats menu.

## PARAMEDIC (PASTIME)

**Availability:** Beginning of the game.

**Location:** Anywhere you find an Ambulance (try hospitals).

**Reward:** Cash; level number x \$100.

**Unlocks:** Complete level 15 to unlock Infinite Run.

## DETAILS



pedestrians gives time bonuses, as does every third one dropped off at the hospital.

Jack an Ambulance and press the Up button. You must pick up patients and deliver them to the hospital within a time limit. Level 1 has one pedestrian, level 2 has two, etc. The patients are generated randomly. Picking up



before failing, you will begin again at level 5. In previous games in the series, you would have to begin again from level 1 after failing during any point in the challenge.

A very cool and helpful new feature has been added to Vice City Stories; every fifth level saves your paramedic mission progress, so subsequent attempts will restart from this point. If you get as far as level 8





## TIPS

Entering any Ambulance for the first time gives you a 25% health bonus! You also earn time bonuses for picking up the patients quickly. You can only hold three patients at a time inside the ambulance. Plot your course with this in mind once you're beyond level 3—when more than three patients must be picked up. Pick up three, return them all to the hospital, then head out for the remaining patients. Sometimes it may be better to drop a couple off at the hospital before filling your ambulance, depending on the patient locations.



Always keep an eye out for a nearby Pay 'n' Spray. If you have time, drop in to get the ambulance repaired. You must use the same ambulance you begin the mission with.



The ambulance is tall and has a high center of gravity, so take it easy in the turns. If you tip the vehicle, it's often easy to tip it back on all four wheels by just turning sharply and stomping on the gas. If the ambulance is destroyed or a patient dies, the Pastime is failed.

## VIGILANTE (PASTIME)

**Availability:** Beginning of the game.

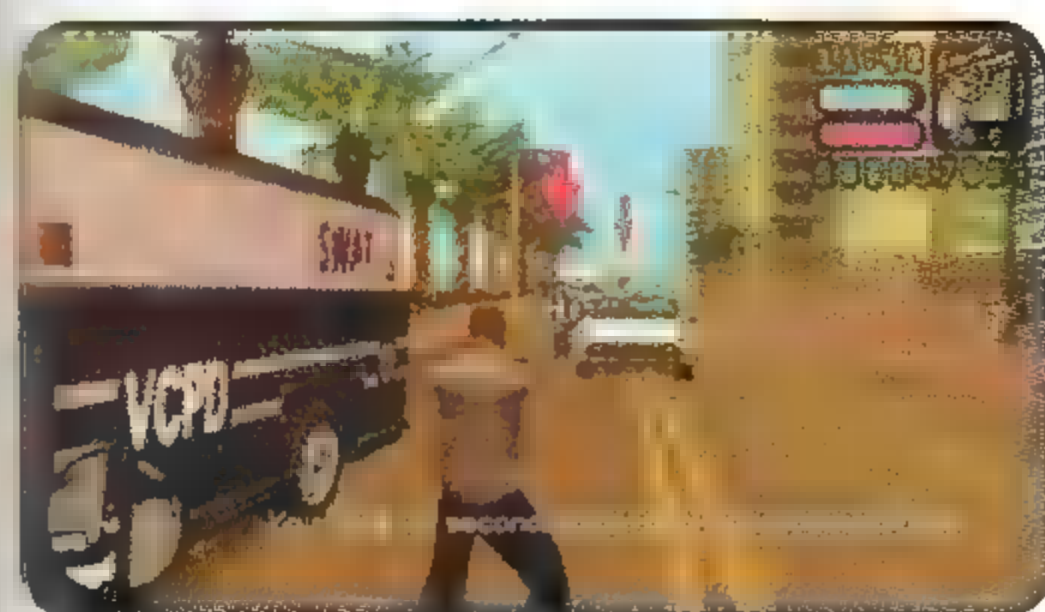
**Location:** Anywhere you find a law enforcement vehicle (try police stations).

**Reward:** You are awarded 40 seconds for every wave of criminals you eliminate. This helps you continue the challenge. You receive cash bonuses per criminal arrest: before level 5 = \$10, before level 10 = \$30, before level 15 = \$50.

## DETAILS

Steal a law enforcement vehicle and press the Up button.

Law enforcement vehicles include: VCPD WinterGreen, VCPD Cheetah, Enforcer, FBI Washington, FBI Rancher, Hunter, and Rhino.



Level 1 has one or two criminals in one car; level 2 has two criminals and two vehicles, etc. They drive sensibly in convoy fashion until you attack, then they drive quickly and split up. When the car is damaged

sufficiently, the driver makes a run for it, stealing nearby cars. Passengers of getaway cars use drive-by attacks on you. Your progress through Vigilante is saved every five levels up to level 15.

There's an alternate biker scenario where you must take out criminals on motorcycles, as well as a foot scenario that requires you to eliminate loitering criminals. This is easily done by driving over them, and it could occur during most any Vigilante level.







A time limit is given to complete each level. You must kill all criminals associated with that level to complete the objective and move on to the next level.

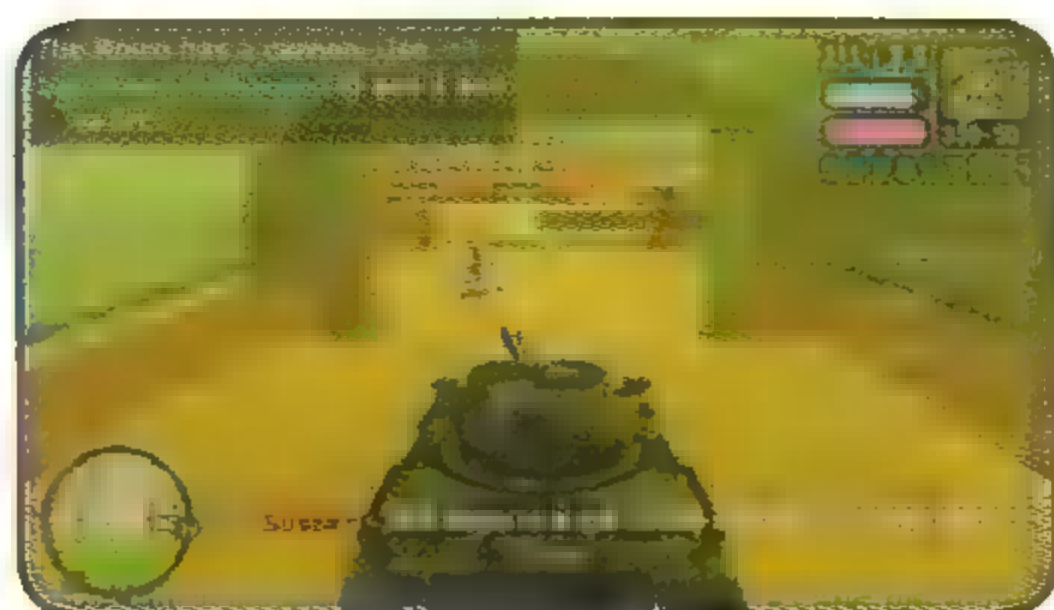


Having a Wanted Level during Vigilante is not a bad thing. You can jump into other law enforcement vehicles during the challenge; you do not have to use the same vehicle throughout the entire challenge. Having a

Wanted Level keeps the cops around and creates easy access to their vehicles when you must replace your own.

## TIPS

When you complete all of the Main Story missions, the Rhino at Fort Baxter is unlocked. Use this or the Hunter (at the airport once the bridges are accessible) to complete Vigilante. In some previous games in this series, the Hunter was a special Vigilante challenge, but not this time. Defeating criminals is never easier than when commanding the Hunter. The Rhino is powerful, but slow. So, you may not be able to catch the criminals in the time allotted.



Make sure you have full Armor and are well stocked with assault rifle and submachine gun ammo before beginning Vigilante—unless you're using the Hunter.



## FIRE FIGHTER (PASTIME)

**Availability:** Beginning of the game.

**Location:** Anywhere you find a Fire Truck (try fire stations).

**Reward:** Cash. Fires extinguished x \$20.

**Unlocks:** Complete level 15 to make yourself Fireproof.

## DETAILS



Jack a fire truck and press the Up button to begin Fire Fighter. You must put out randomly generated car and pedestrian fires around the city.

To have a perfect round, you must extinguish all occupants in all cars. The bonus for a perfect round is five seconds for the first five levels, 10 seconds for the next five, and 15 seconds for all levels after that. The first round does not award a perfect bonus.



Level 1 has one vehicle fire; level 2 has one vehicle and one occupant that must be extinguished; level 3 has one vehicle and two occupants; level 4 has two vehicles with one occupant each, etc.



You reach a checkpoint at every five levels completed. This is a welcomed change to the usual fire fighter challenges in this series. If you fail after level 5, you begin at level 6. If you fail after level 10, you begin again at level 11. Finish level 15 to unlock Fireproof.

Once a car fire has been extinguished, the occupants get out and slowly stagger around on fire. You must extinguish their flames. They appear with blue arrows overhead. You receive a five-second time bonus for extinguishing a car.

## TIPS

You must complete the firefighter missions with the same fire truck in which you begin this Pastime. If you leave your fire truck, you have 30 seconds to return to it before failing. The biggest challenge is not the failing condition of your vehicle, but the ability to reach and extinguish all the fires in the time allotted.







Fire the water cannon by pressing **○**. Aim the water cannon mounted on the rooftop of the fire truck to the left and right, using the Left and Right buttons. You can aim horizontally with the left analog

stick. The range of the water shot from the fire truck cannot be adjusted. If you are overshooting the fire, you must back the fire truck up. If you aren't reaching the fire, you must get closer.

You should be able to reach every five levels without damaging out the fire truck, so stopping at a Pay 'n' Spray should not factor into the strategy, but the option is always available if you're having a long run. Use first-person view if you have difficulty aiming at fires.



## PCJ PLAYGROUND 1 (PASTIME)

**Availability:** Beginning of the game.

**Location:** Downtown Police Station (12)

**Reward:** \$500



## DETAILS

There are two PCJ Playground challenges; this one is located Downtown near the police station. Get on the PCJ 600 (12), parked in the alley beside the police station, just a few yards away from the Enforcer.



As soon as you get on the PCJ 600, 29 checkpoints spawn around the police station. You must pass through all of them in two minutes or less to complete the challenge. Upward triangle blips on the radar (and on

our map, above) indicate checkpoints above you; downward triangles indicate those below you. Square checkpoints represent checkpoints on your level.

## TIPS

Use our map to help plot the best course through the checkpoints.

The numbers on this map are the shapes you see once on top of the police station. The six checkpoints are practically on top of each other, and you wouldn't

even know it unless you were watching the checkpoint counter on the screen like a hawk during your run, which is nearly impossible to do. The checkpoints on top of each other are 4 & 5, 7 & 8, and 15 & 16. These are the blue numbers on the checkpoints on our map. We've excluded the overlapping checkpoint number.





across the rooftop and tag 3 in the corner, then 4 & 5 at the top of the next set of steps.

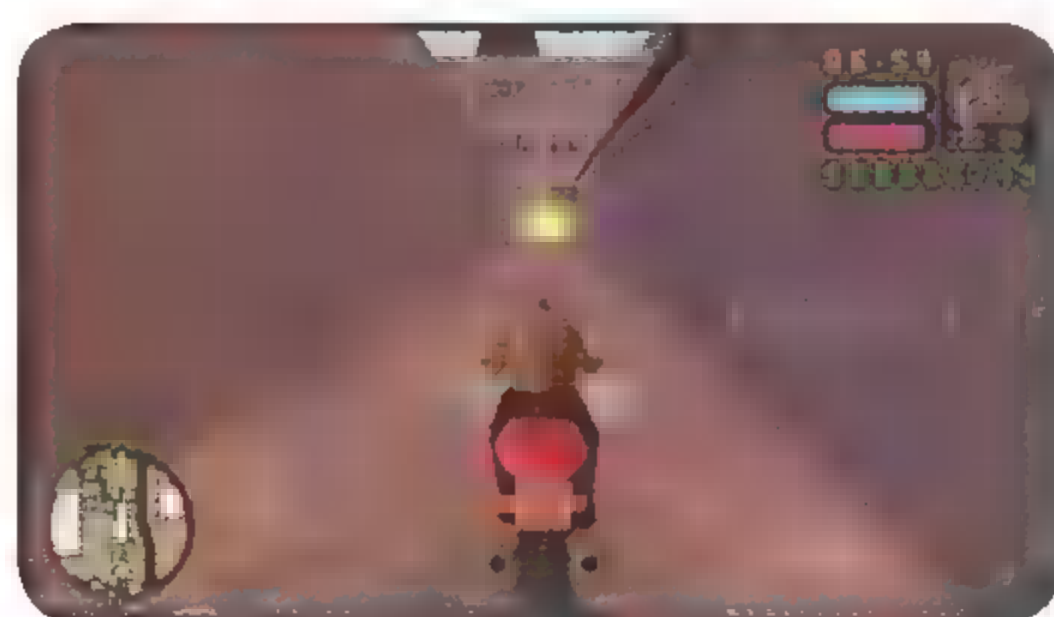
At the top of the steps, turn left and speed through 6, making a 180-degree handbrake turn to face north toward the rooftop ramp. Speed up the ramp, but not too fast. You need to jump the gap, but head east on the next rooftop, not north.



You should drop onto overlapping checkpoints 7 & 8 and immediately brake and turn right on the rooftop to pass through checkpoints 9 and 10. Turn left and pass through 11 before speeding up the next rooftop ramp to the north.



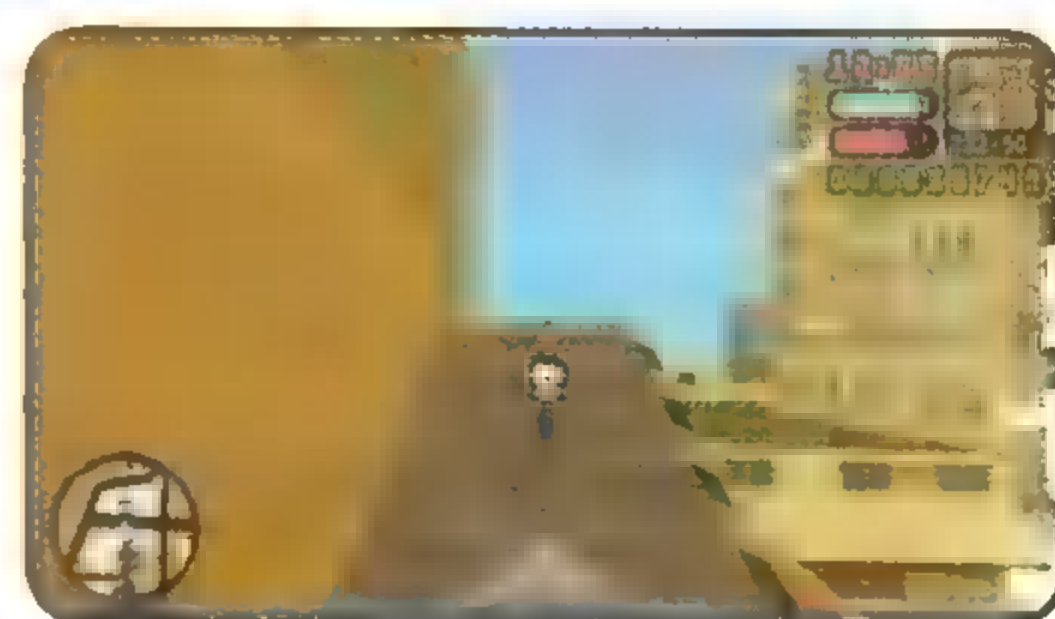
You pass through checkpoint 12 on the next rooftop. Go off the next rooftop ramp and pass through checkpoint 13. Drop off the northeast corner of shelter rooftop onto checkpoint 14 in the alley. Head south through the alley and perform a handbrake right slide through double checkpoints 15 & 16. Perform a handbrake left through 17. Speed through the alley and do a handbrake left through 18.



street for 23 and handbrake left for 24 at the base of the stairs.

Perform another handbrake left through 19 in the clearing to nab the hidden and nearby checkpoint 20. Cut hard to the right and speed to 21, turning right for 22 in the hotel side driveway. Speed toward the

Speed up the stairs for 25 on the first landing and 26 at the top of the stairs. Turn left on wide balcony and handbrake left through 27. Speed along the balcony through 28, then launch off the ramp onto the next rooftop to finish by collecting 29 on the next rooftop. With a few tries, you can probably beat this challenge with 30 seconds to spare.

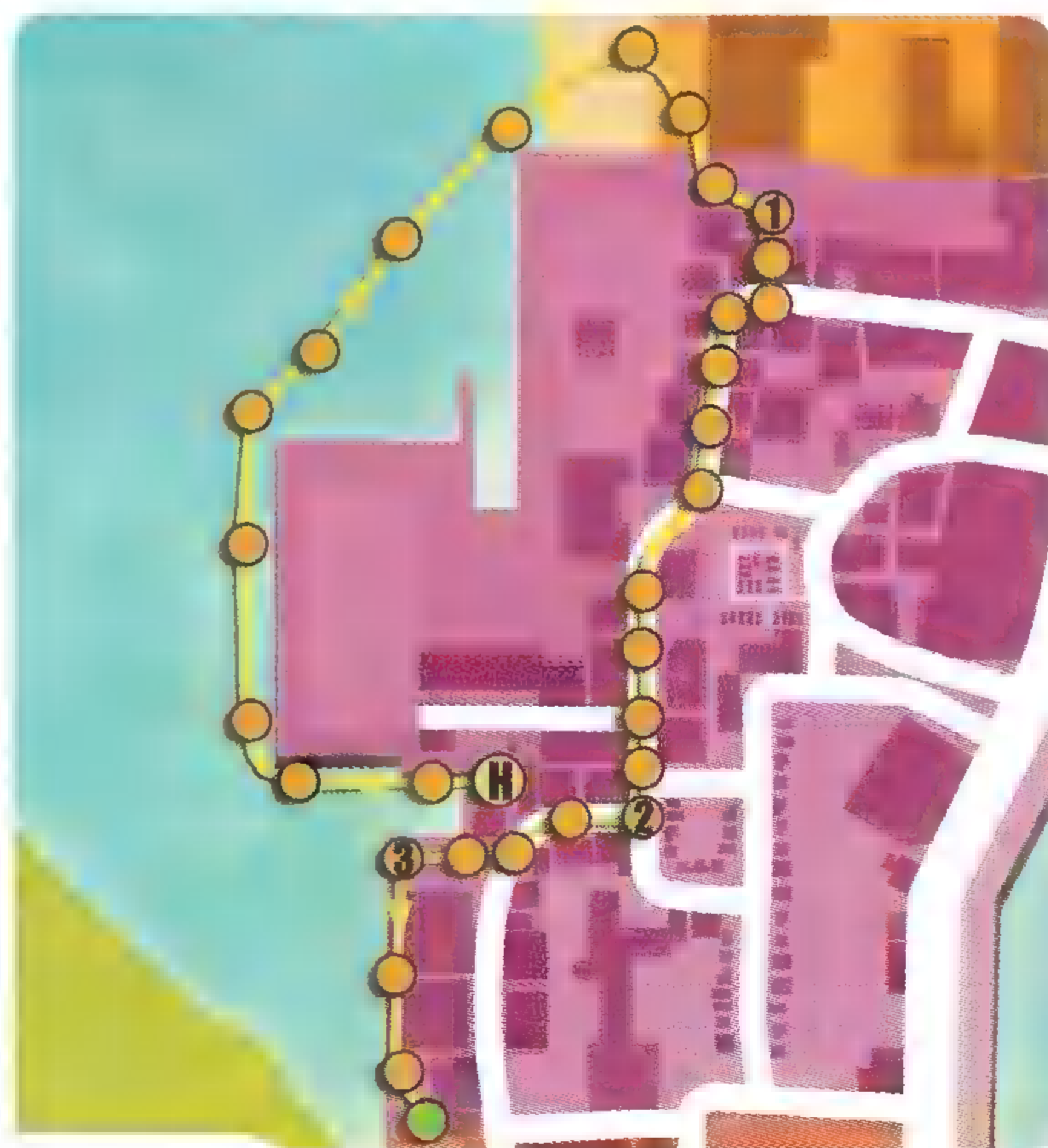


## HOVERCRAFT RACE 1 (PASTIME)

**Availability:** Beginning of the game.

**Location:** Hovercraft docked (14) in the narrow channel near the small, red metal bridge with the Armor power-up.

**Reward:** \$500







## DETAILS

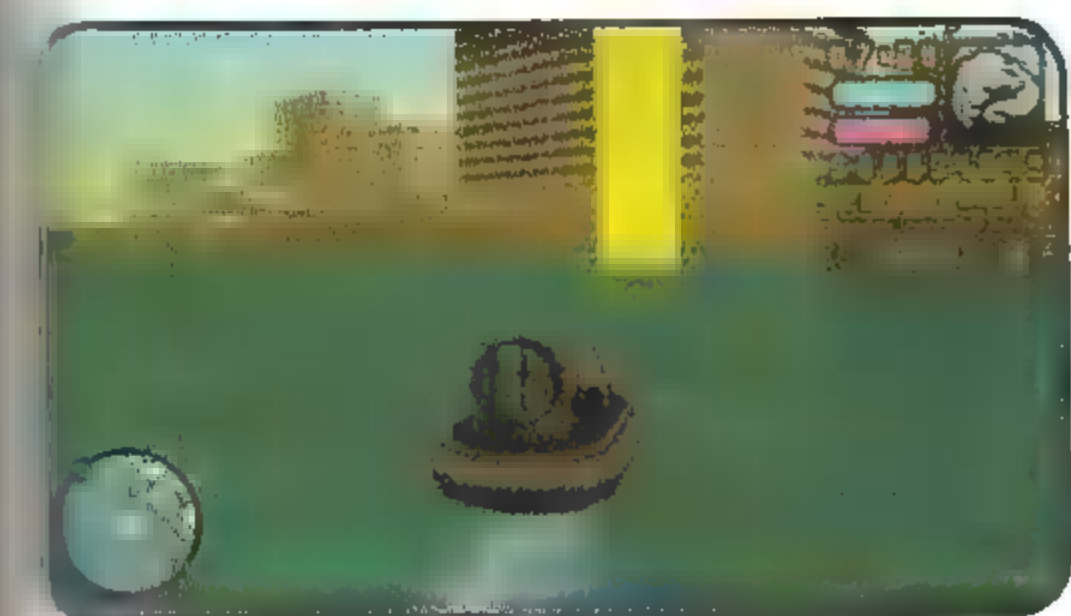
Enter the Bover '64 Hovercraft docked in the water near the red, metal Armor bridge in Little Haiti. The mission begins automatically when you enter the vehicle. Only one checkpoint appears at a time; however, you can spot a dimmer blip beyond the current checkpoint on the radar to help plot your course. Beat the record time of five minutes.



From there, follow the street southward past your Compound driveway and the road that leads to the junkyard. Turn right on the next street **(2)** through the checkpoint, then carefully follow the edge of the bulkhead through the remaining checkpoints without falling into the water. If you do take a plunge, there's a ramp out of the water behind the camper checkpoint **(3)**.



The trickiest thing with the hovercraft is that the L button does not snap the camera behind you as it does in other vehicles. This time, it's used to perform drive-bys. There is no camera control, so you must rely on the AI to rotate the camera around as you accelerate forward after making a sharp turn. This makes for some tricky situations. When you aren't sure where the next checkpoint is, glance at the radar, then turn in that direction and accelerate to force the camera behind your vehicle again.



The R button is used in conjunction with the analog stick during tight turns to achieve very sharp and abrupt directional changes. This course begins **(H)** at the red bridge and heads northward around the junkyard.

The Bover '64 then shines as you leave the water and continue the course across land.

The first difficult area in the course is when you pass through checkpoint **(1)** on the brick pathway. Notice the directional arrow there and the next checkpoint on the radar. You must turn sharply to the right and head into the alley for the next checkpoint.



## TURISMO (PASTIME)

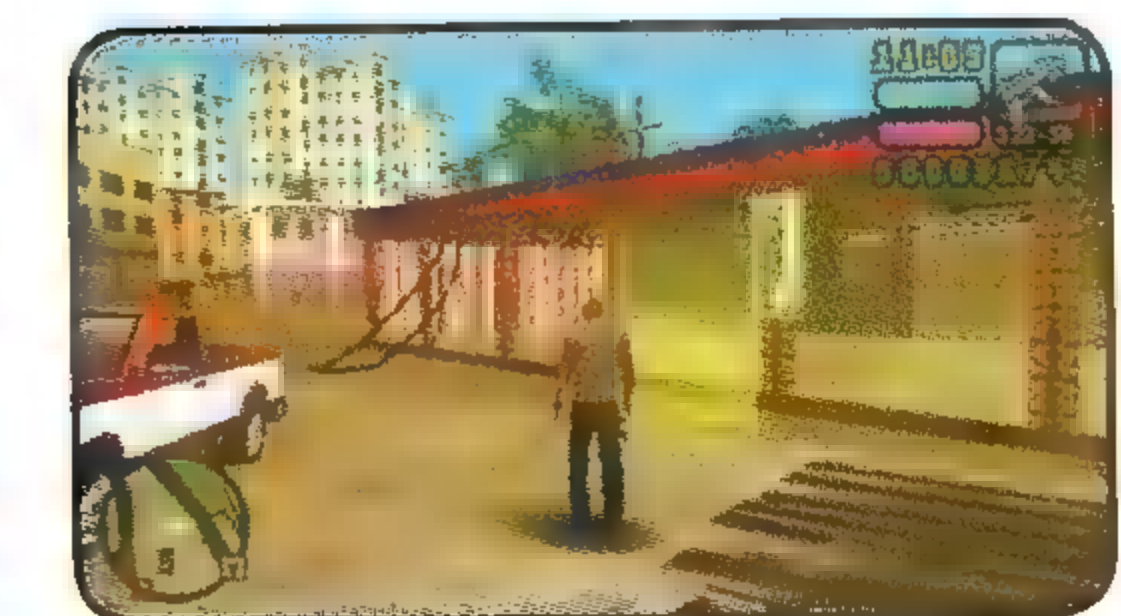
**Availability:** Sunshine Autos Turismo is available at the beginning of the game.

**Location:** Little Havana Sunshine Autos Turismo **(16)**.





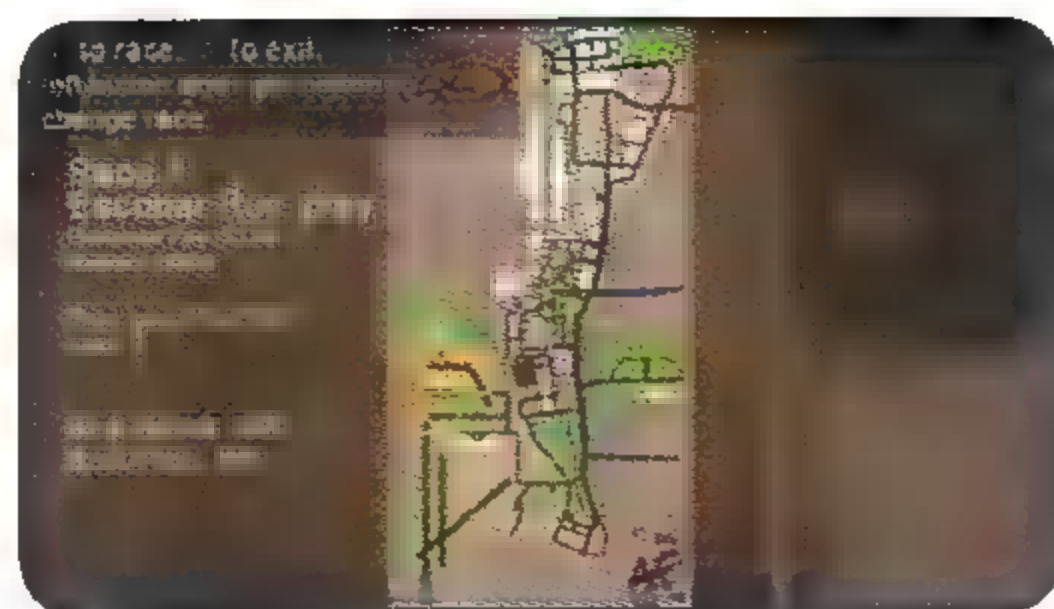
## DETAILS

There are two Turismo race challenge locations. One is found at Sunshine Autos and the other takes place at the Fairgrounds in Vice Point (unlocked after the bridges are opened). Each Turismo consists of six races—an even split of car and motorcycle races. The Fairgrounds Turismo is actually a continuation of the circuit as the race numbers there begin at seven.





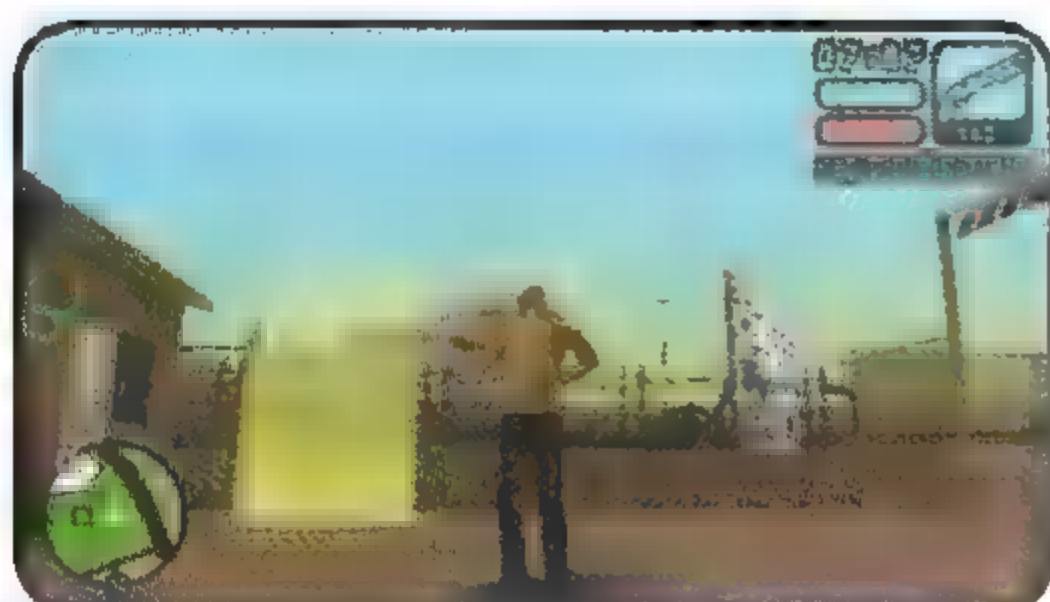
Step into the halo at the area indicated on our map on the previous page to begin "Turismo." You face a wall of six racecourse choices. Each one displays a small map of the course, the race number, name, entry fee, reward, race type (motorbike or car), number of laps, along with your best time and the record time. Press  to race,  to exit, and use the Left and Right buttons to switch race courses.



## No Cheating

You cannot damage or destroy your opponents before or during the race as you could in previous games in this series. If you try to cheat this way, you will fail the race.

## SUNSHINE AUTO TURISMO



Find this Turismo halo near the garage beside the Sunshine Autos offices. The following maps and tips will help you win each of the six courses in this challenge.

## RACE 1: ESCOBAR RUN-WAY

**Entry Fee: \$125**

**Reward: \$500**

**Race Type:**  
**Motorbike**

**Laps: 2**



## TIPS

Find a PCJ 600 for the best advantage; all of your opponents drive Sanchez bikes—a good bike, but not as fast as the PCJ. There's a lot of traffic around the airport where this race is located. Ride down the middle of the road or on the wide sidewalks to avoid collisions.



## RACE 2: DOWNTOWN SHOWDOWN

**Entry Fee: \$175**

**Reward: \$700**

**Race Type: Car**

**Laps: 2**



## TIPS

The competition is driving Sabres and Banshees. A Banshee or better is a good vehicle choice. By "better," we mean faster with good handling, like a Cheetah or Infernus. However, a Banshee will do.



There's plenty of cornering on the Downtown city streets, so use handbrake turns. Your opponents are very aggressive and, combined with the heavy traffic, damaging out your vehicle is highly probable in this course. Use P.I.T. maneuvers on the opposition during turns if the opportunity arises. This is done by using the front side of your car to push the rear side of the opponent's car. It's very effective when the opponent is already making a turn. Just don't slam into them; you must keep your car in good shape to win this race.







### RACE 3: CUBAN WHEELS

**Entry Fee: \$225**

**Reward: \$900**

**Race Type:**  
**Motorbike**

**Laps: 2**



#### TIPS

Get a PCJ 600; all of your opponents are driving them. This difficult challenge begins with some tricky cornering. Cut the corners where you can and be careful as you round the turn; these are narrow streets and head-on collisions with vehicles are likely. Use handbrake cornering (R button).



Stay away from the competition if you can, even if you have to race behind them and then try to blow by them on the last lap. They like to push and shove in attempts to throw you from your bike. This is a risky maneuver for you, though, so don't imitate their behavior.



### RACE 4: HIGH ROLLER RUN

**Entry Fee: \$275**

**Reward: \$1100**

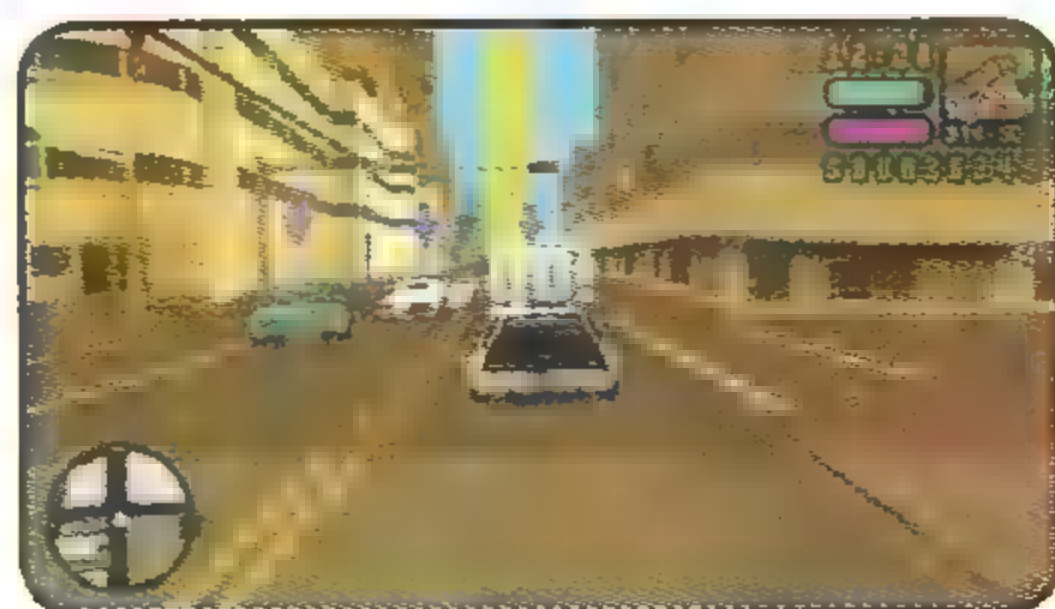
**Race Type: Car**

**Laps: 2**

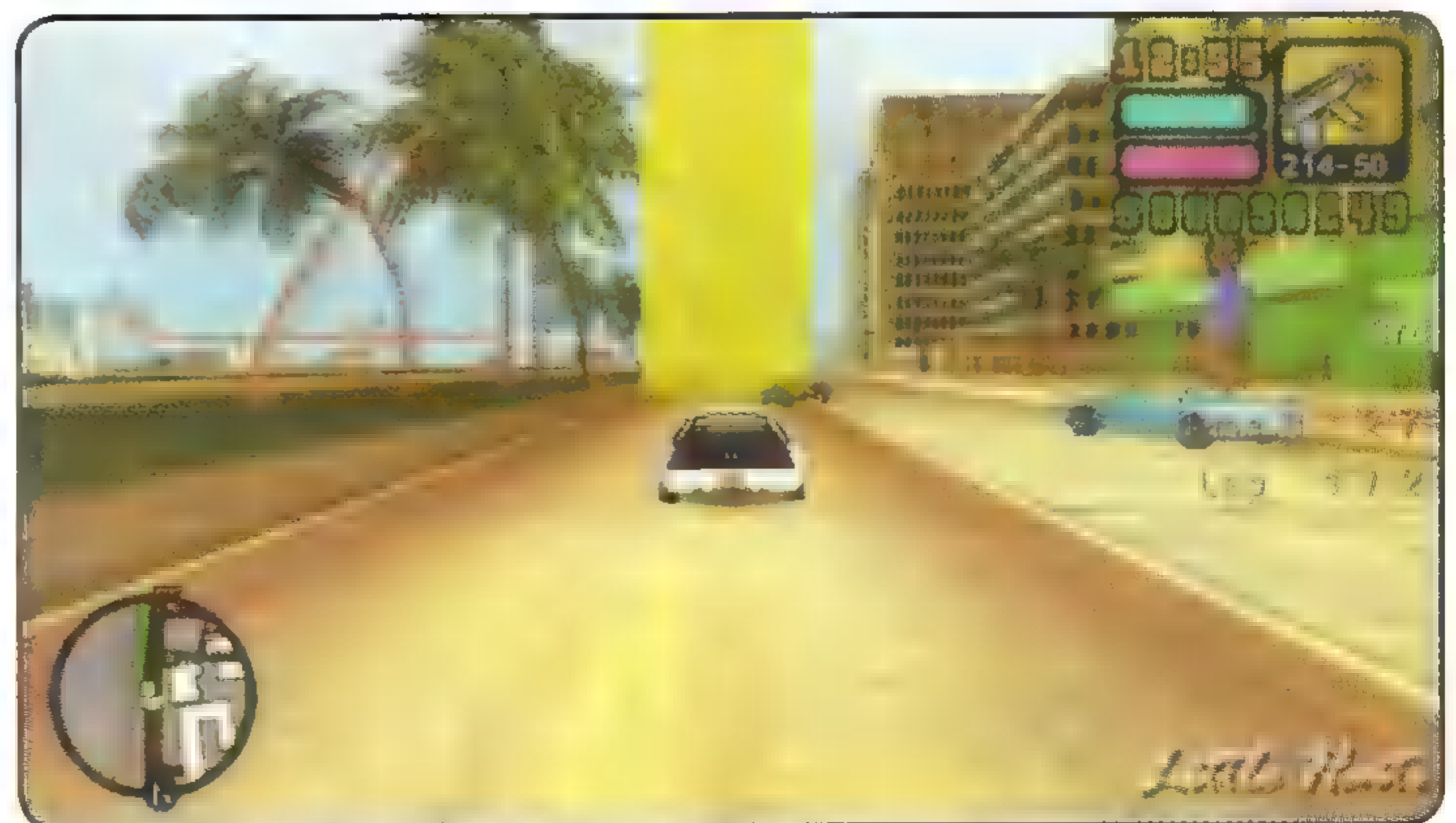


#### TIPS

Get a Banshee, Infernus, Cheetah, or Deluxo for this race; the competition drives two Banshees and a Comet.



Take the first corner with controlled speed, then try to pull away as you head south down Bayshore Avenue. The checkpoints on the road are on the opposing side of traffic. Drive down the wide median and tag the edges of the checkpoints to avoid head-on collisions.



As you return this way, the checkpoints will again be on the "wrong side." You then continue toward the police station at the split. This is a one-way street until you pass the fire station. Use the sidewalks, if necessary, to avoid head-on collisions. Cut the corner at King Knuts for a good lead.





## RACE 5: PORT SPORTS

**Entry Fee: \$325**

**Reward: \$1300**

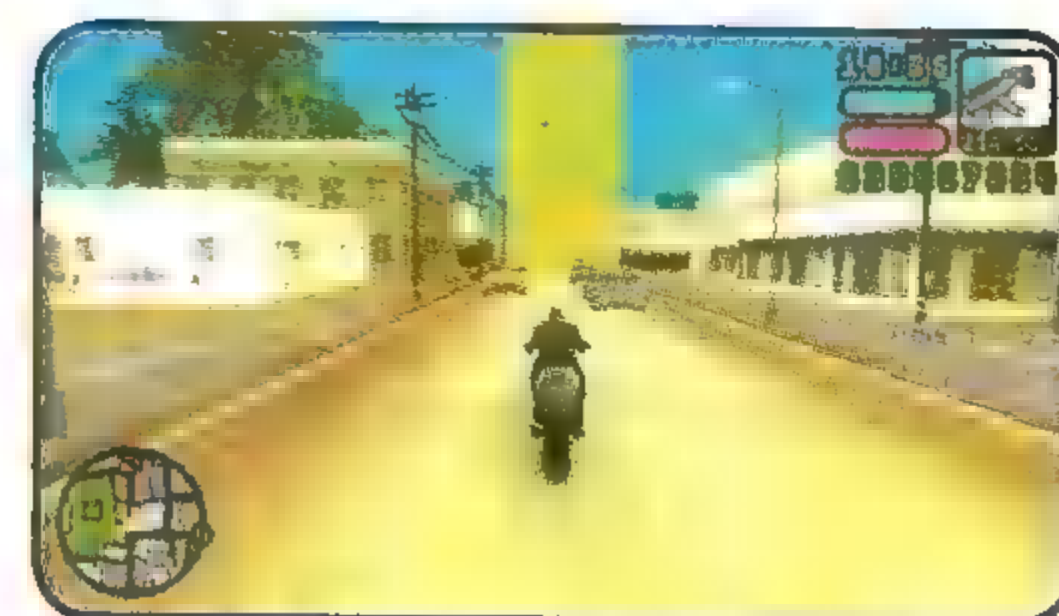
**Race Type:**  
**Motorbike**

**Laps: 2**



### TIPS

This is a PCJ 600 race, and you need one, too, to keep up with the competition. Use the wide sidewalks in the port area to avoid traffic and the other bikes. When you have to hit a checkpoint, do so from the middle of the road to avoid traffic on both sides. Lean forward for extra speed in the long straightaway north along Bayshore Avenue.



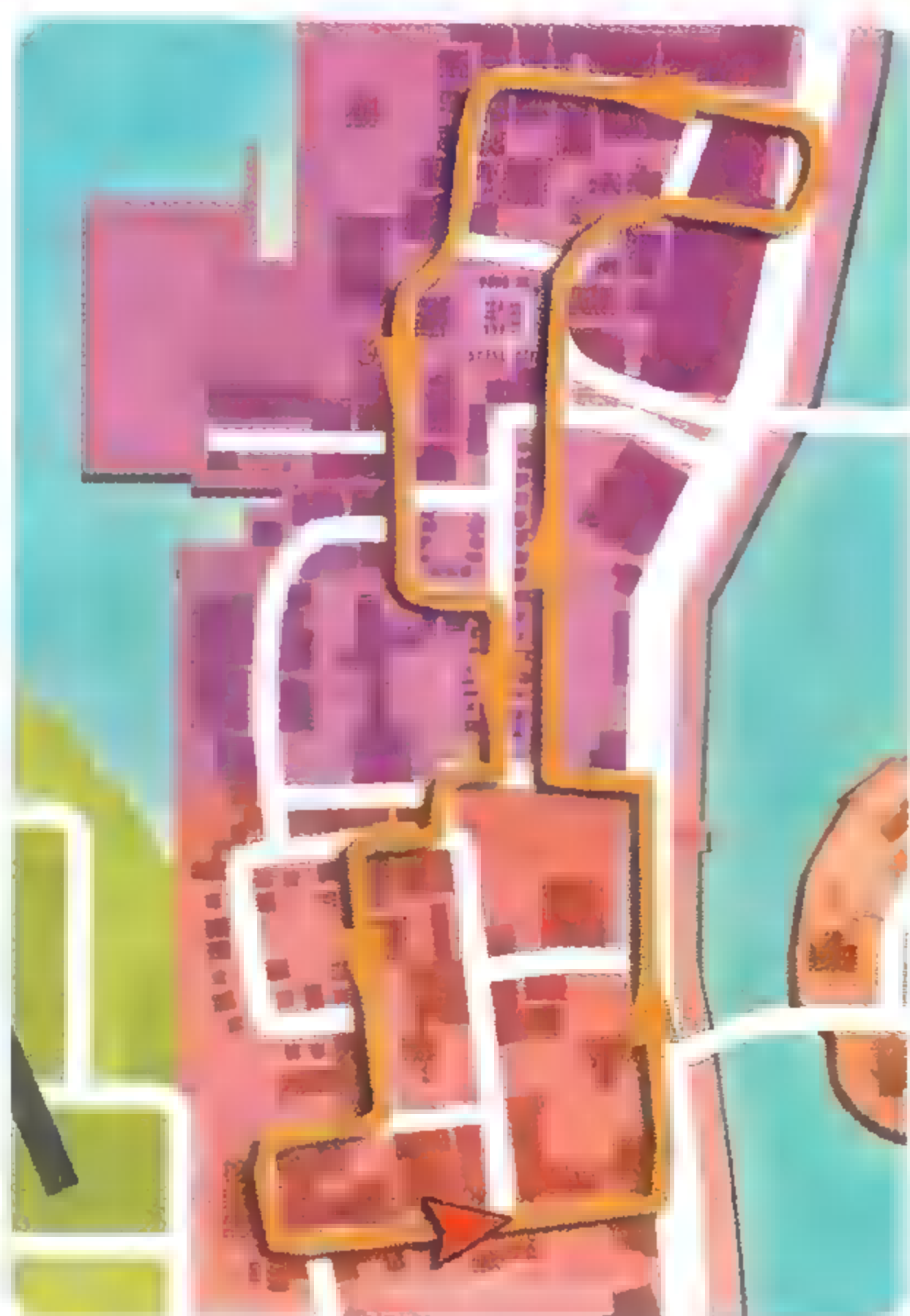
## RACE 6: RUM & SALSA STING

**Entry Fee: \$375**

**Reward: \$1500**

**Race Type: Car**

**Laps: 2**



### TIPS

This is a Stinger race, so get in a Cheetah or Infernus to stay ahead of the pack. The hardest part of this challenge is not necessarily beating the competition; it's keeping your car from damaging out. There are lots of straightaways followed by hazardous sharp corners. This introduces speed to cornering that should be taken slowly and carefully.

Instead of hand braking through the turns, slow down using the normal brake before turning. Try not to hit anything as you turn, and avoid the competition—they're just as responsible for adding to your car's damage as dangerous corners.





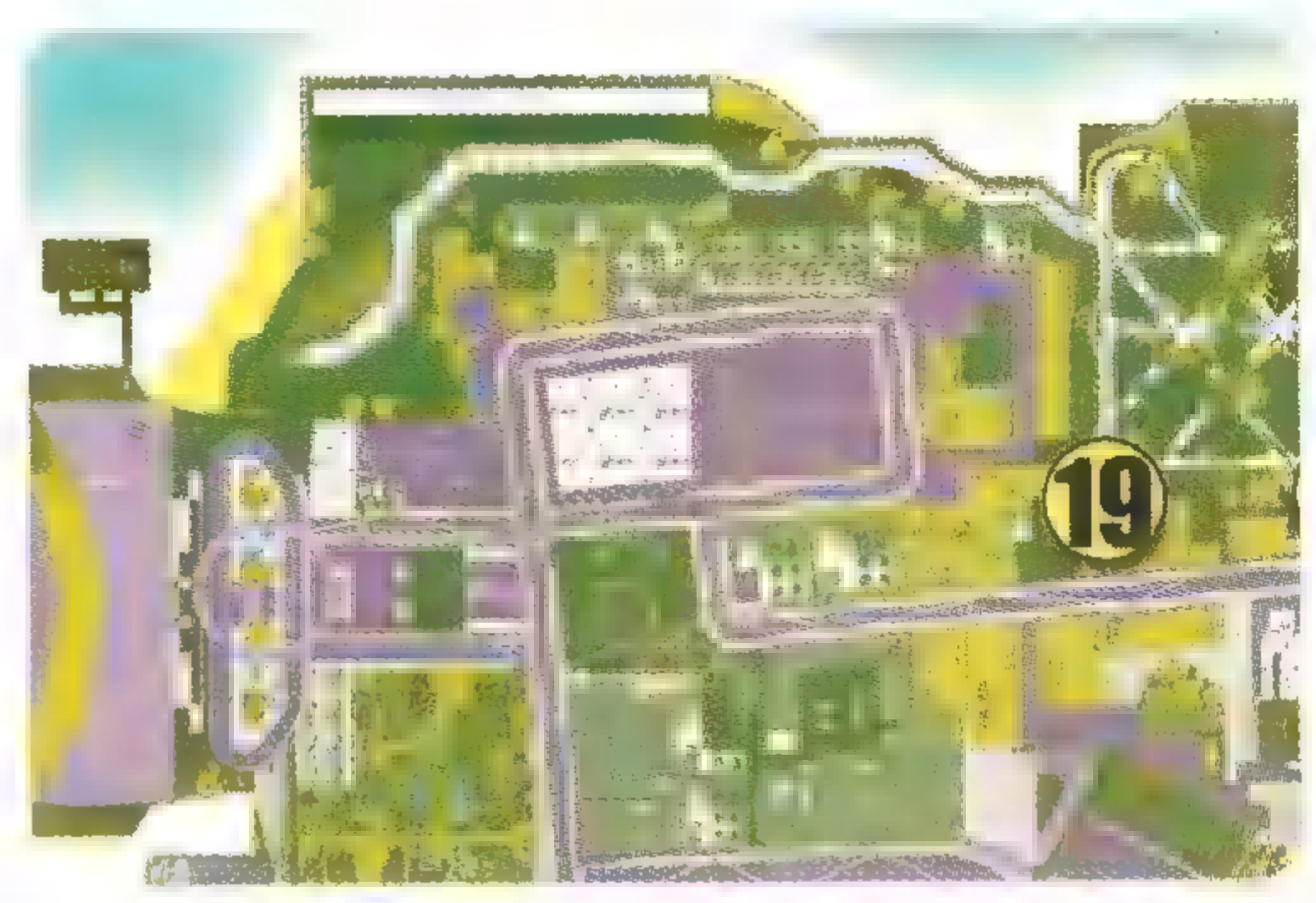


# SANCHEZ TIME TRIALS (PASTIME)

**Availability:** Beginning of the game.

**Location:** Get on the Sanchez (19) dirt bike at the dirt bike track at the northernmost point Downtown.

**Reward:** \$100 for completing individual courses and \$2,500 for completing all courses.



## DETAILS

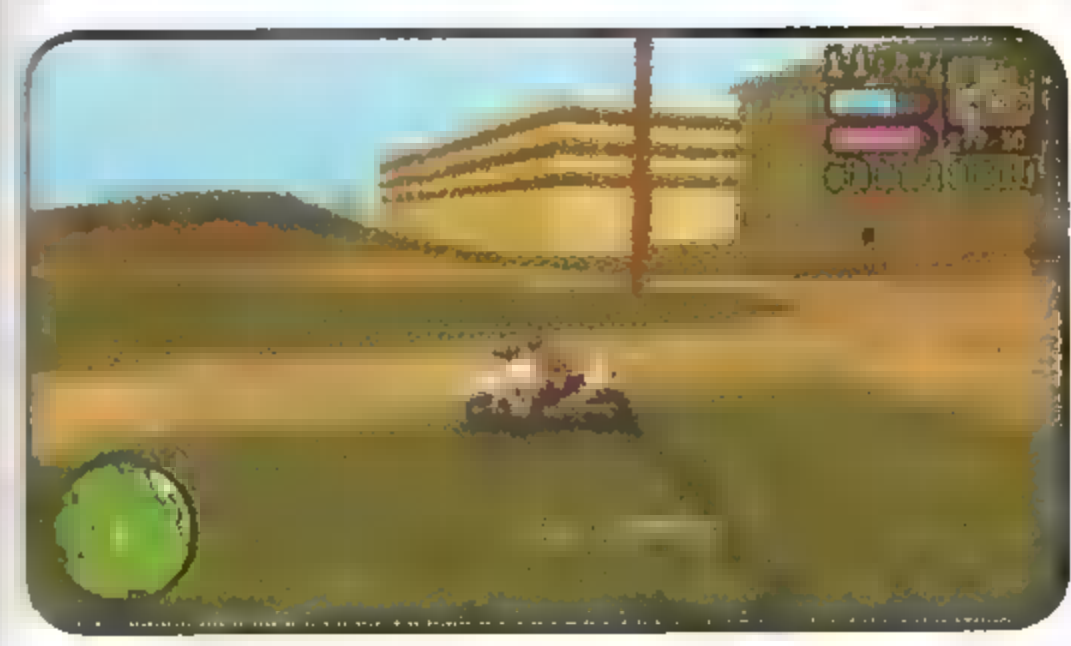
The dirt bike trail at the northern tip of Downtown has three different vehicles parked around it—a Sanchez, a Quad Bike, and a BMX. Each of these triggers their own unique set time trial courses. Find the Sanchez near the palm tree just off the southwest corner of the dirt trails (19 on our Pastimes map and "S" on our Sanchez Time Trial course maps).



Remember to snap the camera behind you after making a big directional change—tap the L button. This helps you prepare for what lies ahead sooner than waiting for the AI to move the camera. Checkpoints

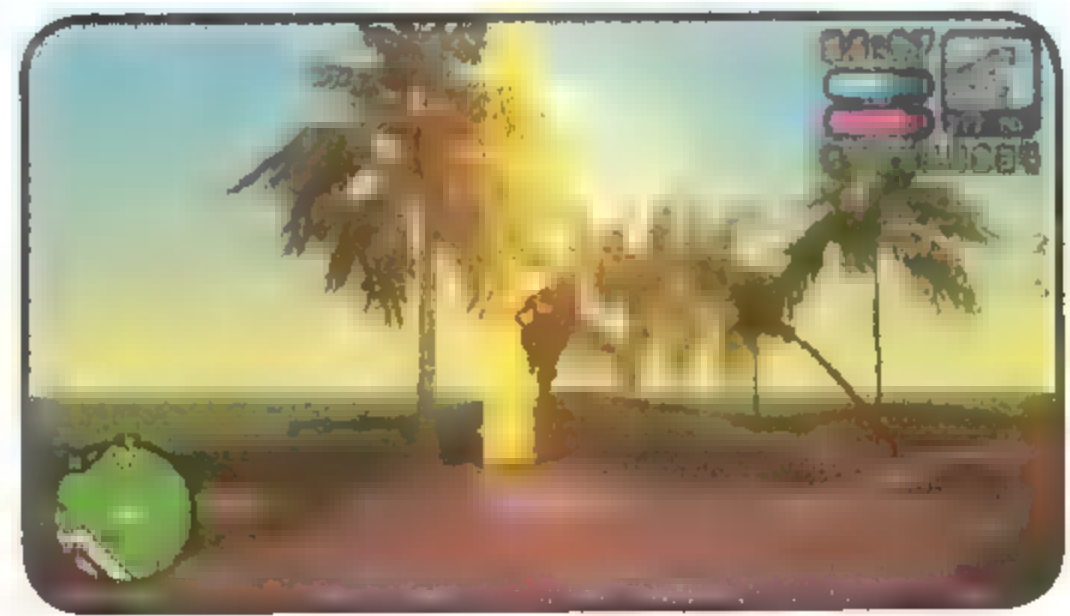
appear two at a time on the radar; the brightest blip is the current checkpoint, the dimmer one is the next.

There are 12 different challenges on the dirt track for the Sanchez. Each has a set record time that must be beaten to unlock the next race. Use our route maps to help you prepare for the race. Notice the corner-cutting opportunities we've mapped.



Since you must complete three laps on each course, a couple of insignificant corner cutters really pay off when you pass through that final green checkpoint.

Use weight transfer when launching off ramps. Don't lean too far forward or backward when landing a jump. Try to get your back tire to touch down a fraction before the front. Lean forward for more speed whenever you can. Use the handbrake (R button) in the corners to keep your speed up as you slide through the corners.



## COURSE 1

**Course Target: 1:55**

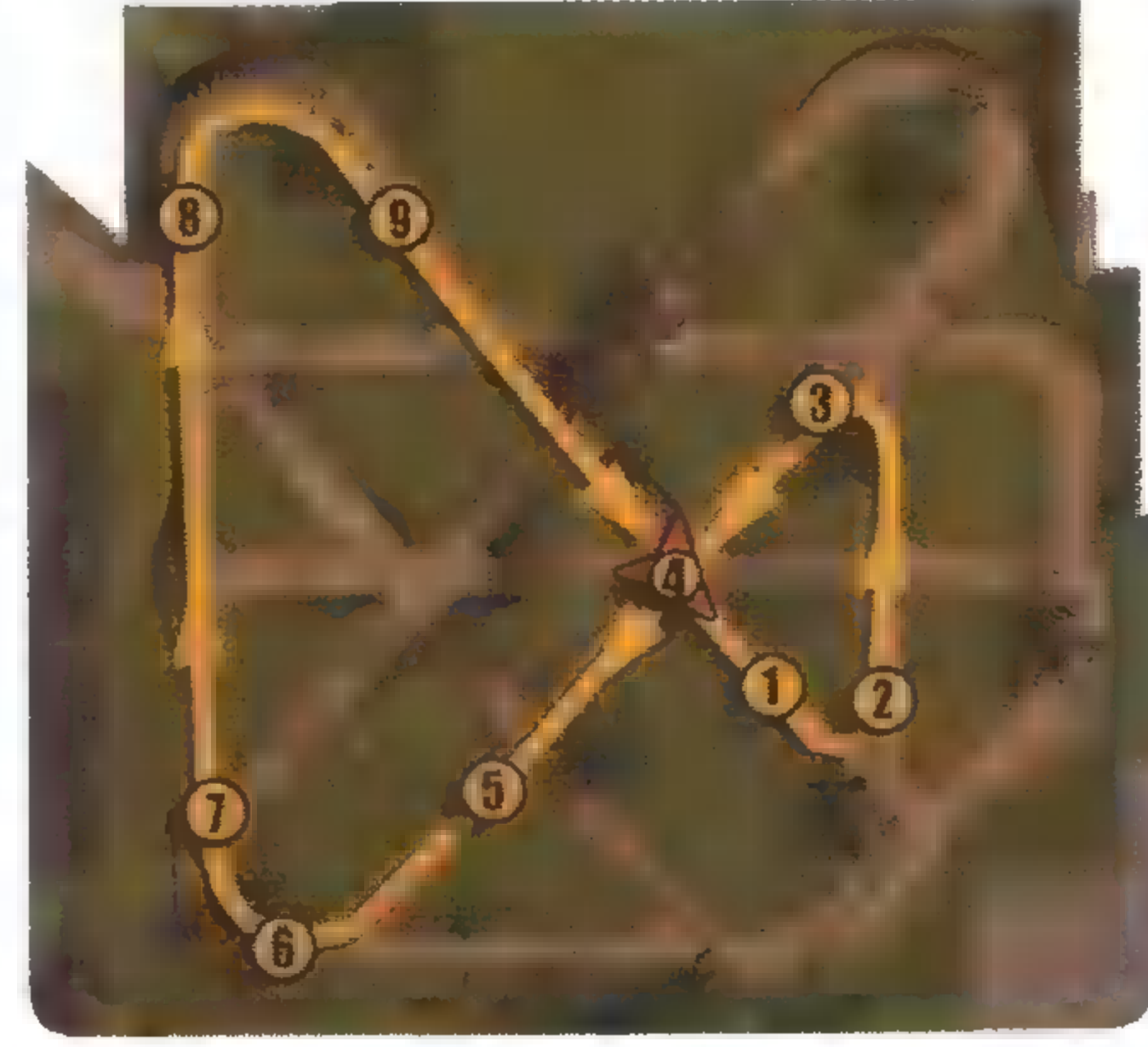
**Laps: 3**



## COURSE 2

**Course Target: 1:35**

**Laps: 3**



## COURSE 3

**Course Target: 2:00**

**Laps: 3**





## COURSE 4

**Course Target: 1:20**

**Laps: 3**



## COURSE 5

**Course Target: 1:40**

**Laps: 3**



## COURSE 6

**Course Target: 2:25**

**Laps: 3**



## COURSE 7

**Course Target: 2:10**

**Laps: 3**



## COURSE 8

**Course Target: 2:05**

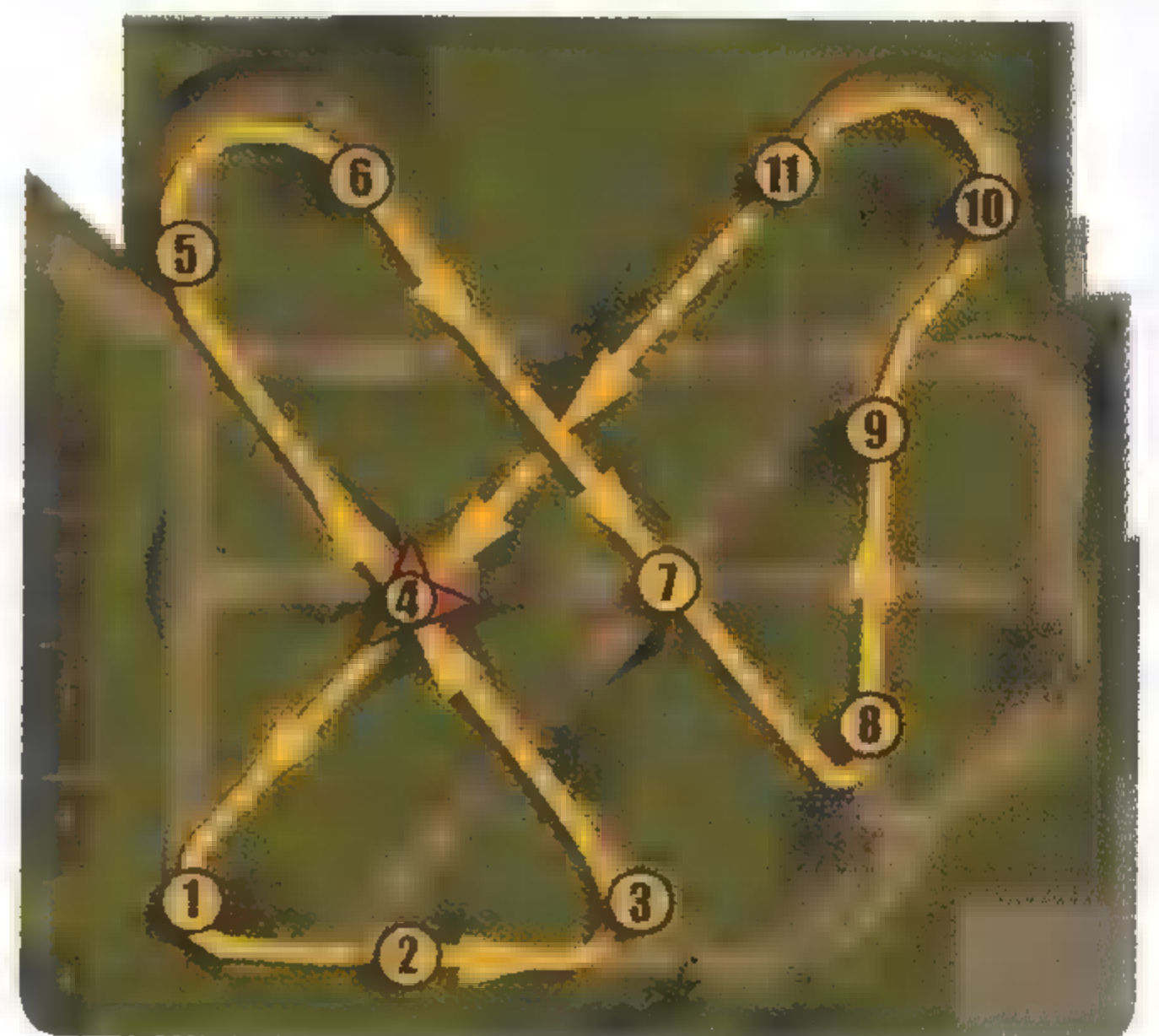
**Laps: 3**



## COURSE 9

**Course Target: 2:10**

**Laps: 3**



## COURSE 10

**Course Target: 2:55**

**Laps: 3**



## COURSE 11

**Course Target: 3:00**

**Laps: 3**



## COURSE 12

**Course Target: 2:55**

**Laps: 3**







## QUAD BIKE TIME TRIALS (PASTIME)

**Availability:** Beginning of the game.

**Location:** Get on the Quad (20) at the dirt bike track at the northernmost point Downtown.

**Reward:** \$100 for completing individual courses and \$2,500 for completing all courses.



### DETAILS

The Quad (20 on our Pastimes map and "Q" on time trial maps) is located near a palm tree in the southeastern edge of the Downtown dirt bike trail. This challenge is similar to the Sanchez Time Trials, only you have two more wheels... duh!



The Sanchez is a much more manageable vehicle on dirt and grass, but the Quad Bike is the next in line for outstanding off-road recreational vehicles. Weight transfer applies to the Quad Bike as it does on a motorbike, except there is little to no speed increase achieved by leaning forward. Leaning in the turns doesn't really cut into corners like a motorcycle, but

The Quad Bike is still one of the best vehicles in the game for off-road fun—you just have to take it a little slower in the turns.



Use the handbrake in the corners and snap the camera behind you after turning (L button). The little track humps that were almost unnoticeable while on the Sanchez can cause big problems on the Quad Bike. Take them straight on to avoid bouncing to the side and off course.

### COURSE 1

**Course Target:** 1:25

**Laps:** 3



### COURSE 2

**Course Target:** 1:35

**Laps:** 3



### COURSE 3

**Course Target:** 1:20

**Laps:** 3



### COURSE 4

**Course Target:** 1:25

**Laps:** 3



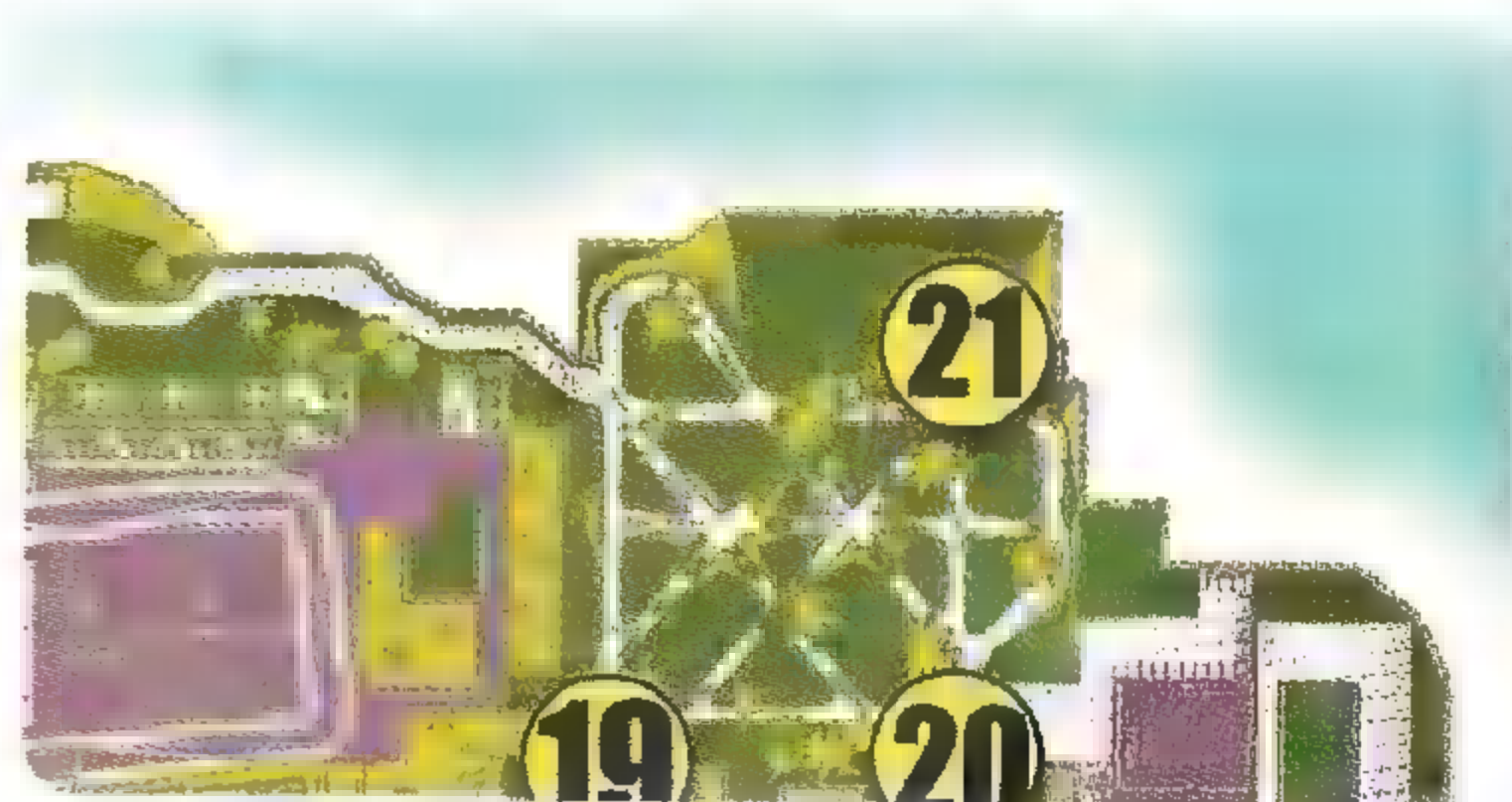


## BMX TIME TRIALS (PASTIME)

**Availability:** Beginning of the game.

**Location:** Get on the BMX (21) at the dirt bike track at the northernmost point Downtown.

**Reward:** \$100 for completing individual courses and \$2,500 for completing all courses.



### DETAILS

Get on the BMX (21 on our Pastimes map and "B" on course maps) to begin the BMX Time Trials. Using the bike on the dirt track is a completely different feeling than the other two time trials on the same track—having no motor makes a big difference.

Speed-pedal as much as possible and incorporate leaning for weight transfer as you do on a motorbike. Leaning forward does not give you a speed boost. Snap the camera behind you after making extreme directional changes. Constant speed-pedaling will wear on you; you cannot maintain a constant quick pedal and you must save some energy for pedaling up the steep hills.



### COURSE 1

**Course Target:** 1:14

**Laps:** 3



### COURSE 2

**Course Target:** 1:30

**Laps:** 3



### COURSE 3

**Course Target:** 1:20

**Laps:** 3







## COURSE 4

**Course Target: 1:35**

**Laps: 3**



## COURSE 5

**Course Target: 1:45**

**Laps: 3**



## COURSE 6

**Course Target: 1:40**

**Laps: 3**



## COURSE 7

**Course Target: 1:35**

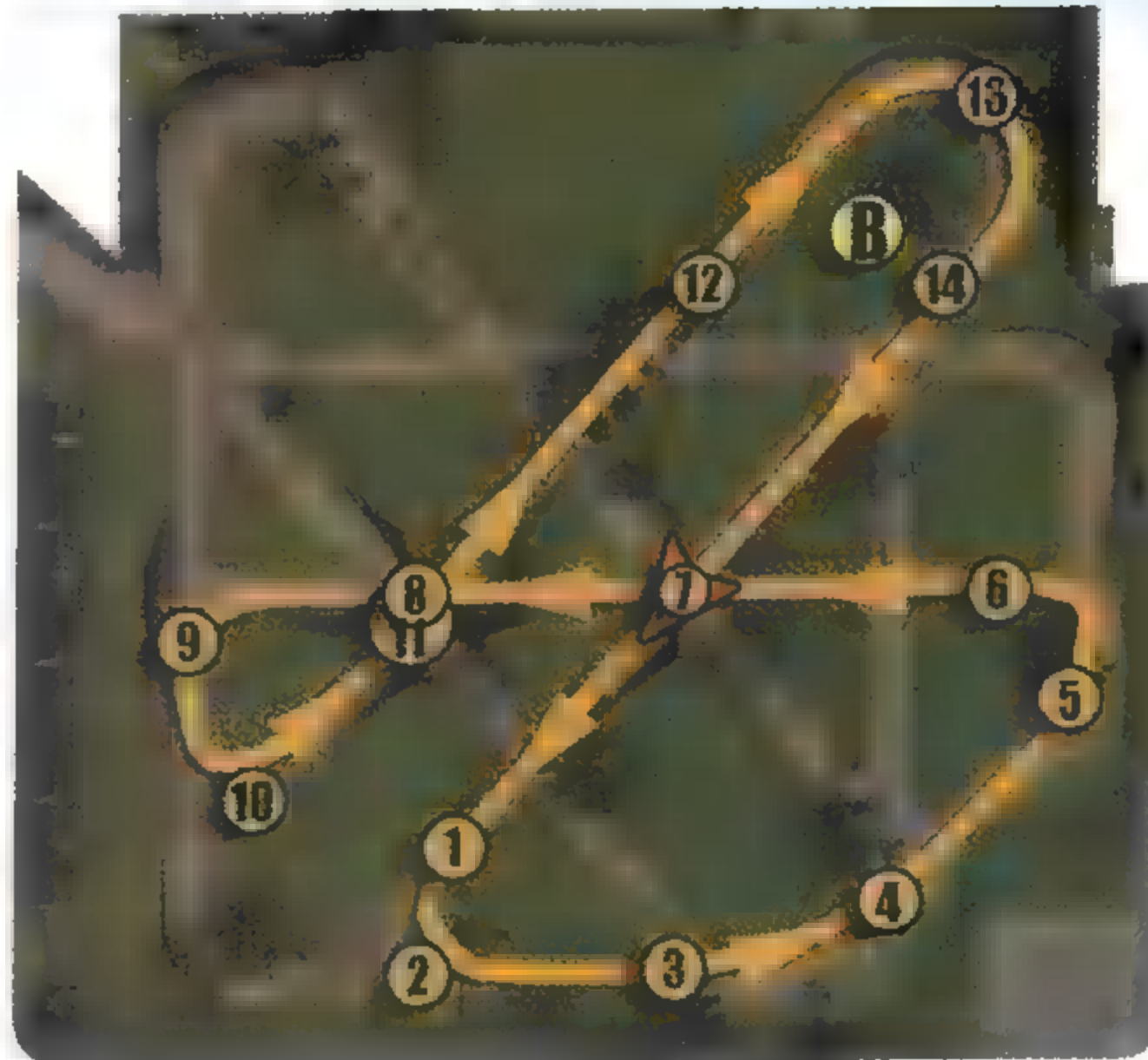
**Laps: 3**



## COURSE 8

**Course Target: 2:40**

**Laps: 3**





## SGT. JERRY MARTINEZ

### SOLDIER

#### Overview:

The story begins at Fort Baxter. Sgt. Jerry Martinez calls Vic into his office to persuade him to participate in some illegal activities. Martinez gives him a pager, which receives messages that often lead to new missions. In this mission, Martinez needs a "package" collected from his contact arriving at the VIP terminal of the airport.



#### Notes:

Bridges are impassible. If you enter a vehicle with a radio, you'll hear the DJ report on the hurricane that's headed toward Vice City. Usual precautions are taken: all bridges are closed from the mainland to Ocean Beach and Vice Point. All flights to and from the airport are halted. That means no flying for a while.

#### Introduces:

Radar blips, precision-aim shooting, swimming, the pager, entering buildings, save icons, and weapon power-ups.



#### Objectives:

- Get on the nearby motorcycle.
- Go to the airport's VIP terminal.
- Ride to a nearby boat.
- Shoot the pursuing boats.
- Swim back to shore after abandoning ship.
- Take the package to your barracks safe house.

**Reward: \$50**

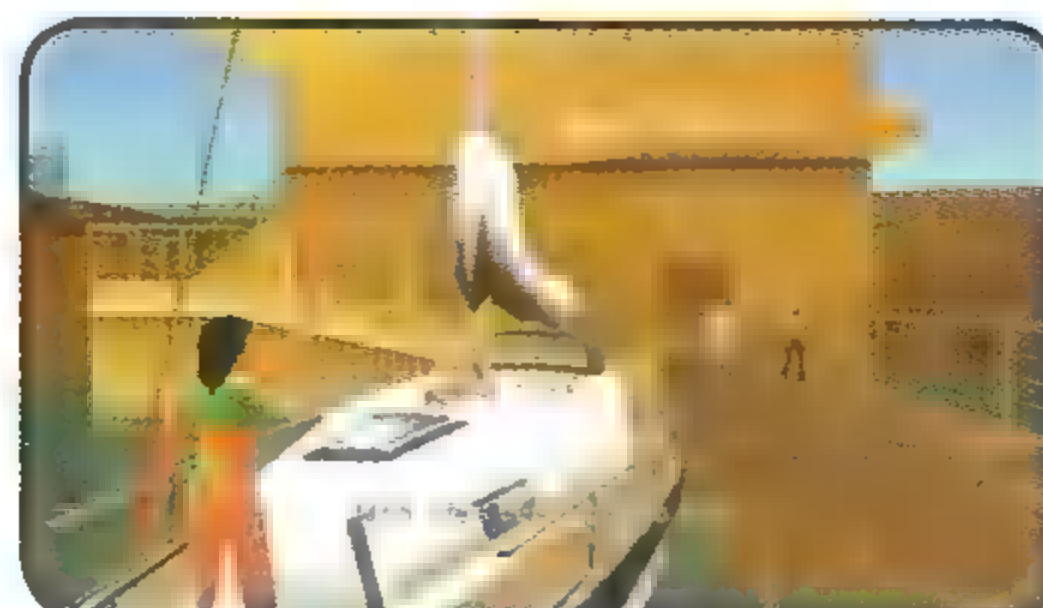
## TIPS

### PRECISION SHOOTING

Hop onto the Street Fighter (motorcycle) outside Martinez's office and follow the yellow blip to the large yellow marker at the airport. The VIP exits his private jet and leads you to his boat.



You enter a shooting challenge that requires you to shoot the incoming boats with an M16 while anchored at the stern. Aim the rifle using the analog stick and shoot by pressing **○**. If the reticle moves too quickly, you can use the **L** button to fine-tune your aiming adjustments. Aiming for the engines explodes the boats faster.





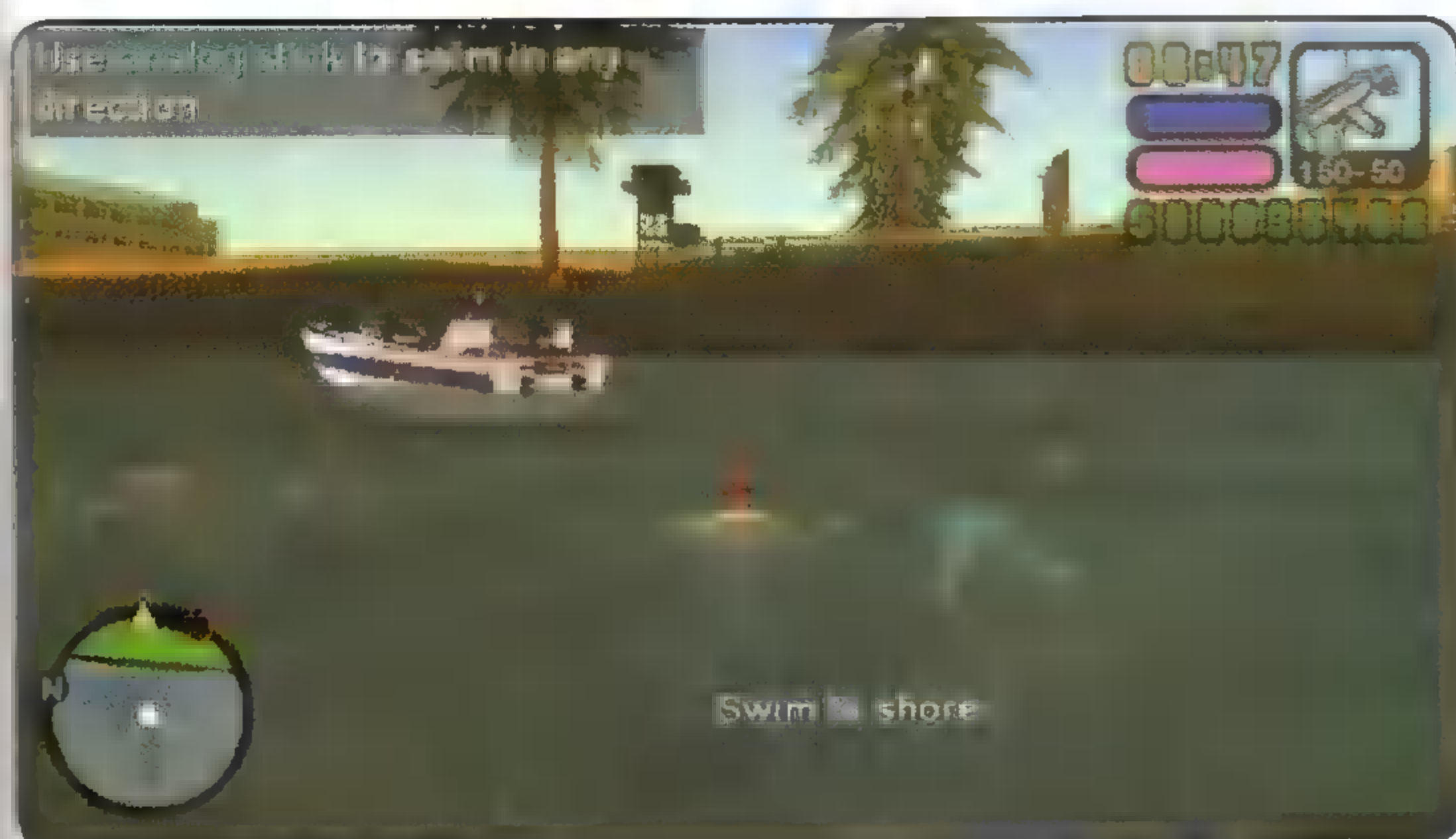


## SWIMMING

No matter how many boats you destroy, the end is always the same: your boat is overwrought with bullets and begins to burn. You abandon ship before it explodes. Note that your health is not affected during the shootout.



Surprise, surprise... there's swimming in Vice City! You can't swim forever, though. A stamina gauge appears above your health meter when you enter the water, and it begins to drain slowly as you swim. You drown if the meter drains completely before you can exit the water. Pressing  $\otimes$  allows you to swim faster, but this also depletes stamina more quickly.



You're not too far from shore and there are people shooting at you from the boats, so we suggest swimming fast. Swim up to the shoreline to the east, following the other survivors, and run to the nearby road, which is really close to the entrance of Fort Baxter. To exit water where no gradual slope exists, press  $\triangle$ . This only works at low edges, docks, ships, and drivable boats.

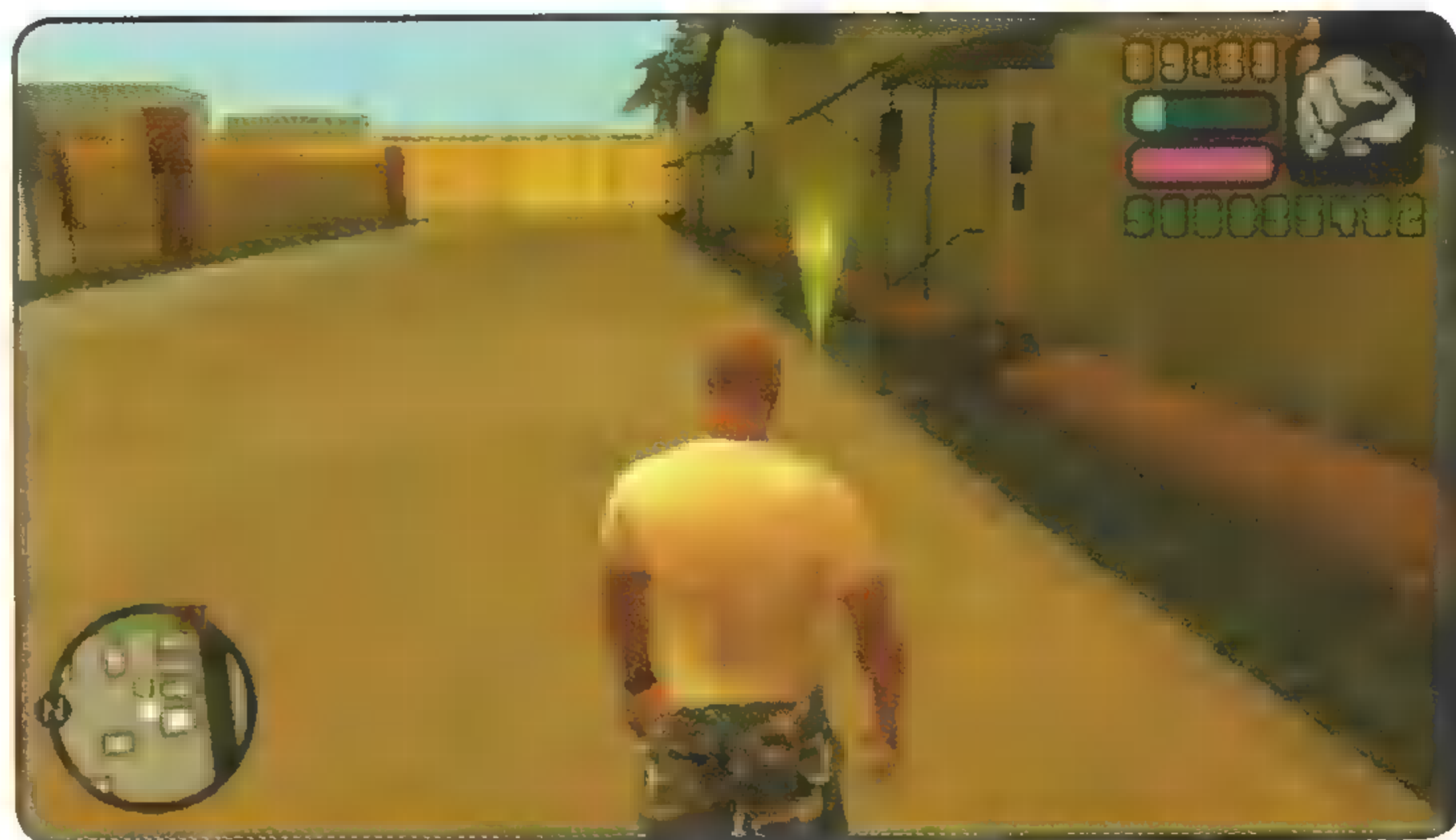
## PAGER MESSAGE

You receive a page upon reaching the shore. Pages always begin with the name of the person contacting you, followed by their message. This one is from Martinez. He wants you to hide the "stuff" in your barracks.

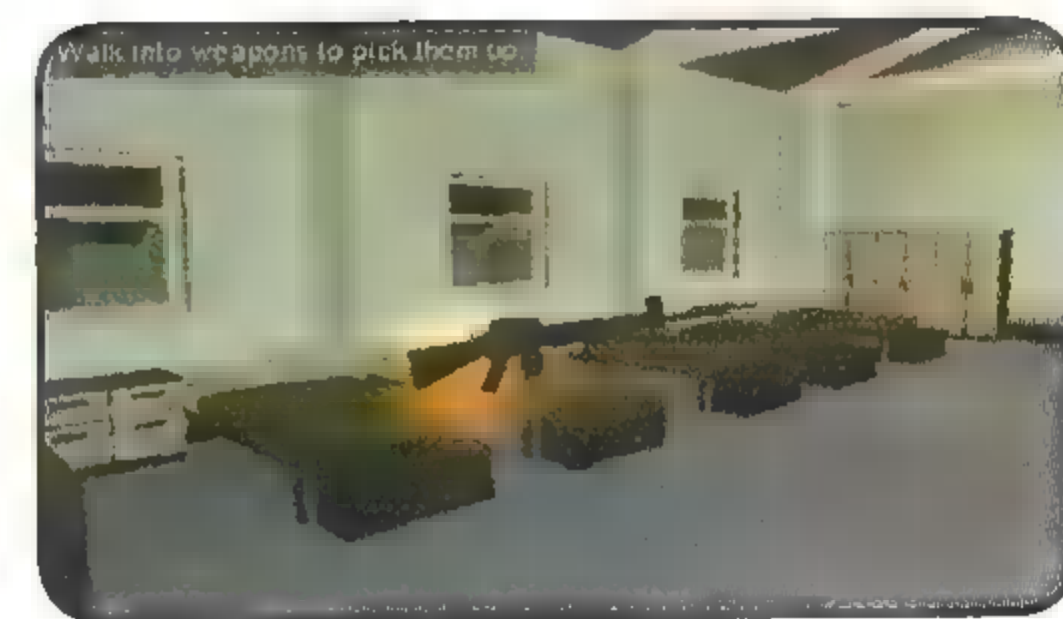


## BARRACKS SAFE HOUSE

Follow the yellow blip to your barracks safe house. Notice that the fort gates open when you approach. This only happens when you're in the army or have an army vehicle. Step into the yellow marker in front of your barracks door to enter the safe house. Walk into the floppy disk to save your progress. Time advances six hours every time you save.



There's an M16 power-up inside your barracks. Each time you walk into this adds ammo to your existing M16. Weapon power-ups reappear every time a mission is completed. It sure seems like Martinez is the only one that'll be getting rich from these illegal activities, as you're awarded only \$50 for completing this mission.





## CLEANING HOUSE

### Overview:

You express your concerns to Martinez over storing his drugs in your barracks. To add to your problems, he now wants you to get involved in illegal sales of Uncle Sam's weapons. You must collect the money from the sale of these firearms from Phil Cassidy for Sgt. Martinez.

### Notes:

You receive text messages between missions that explain how to look for mission locations (Sgt. Martinez's military stripes icon on the map). You are also instructed how to scroll through weapons, look around by manipulating the camera, and sprint. When you enter a vehicle, you receive a host of basic instructions. If you missed these messages, refer to the Game Basics section of this guide.

### Introduces:

Shifting weight on bikes, scrolling through weaponry, aiming firearms, wanted level, shooting, and changing targets.

### Objectives:

- Follow the blip to Phil Cassidy at the shooting range.
- Drive Phil to his safe house.
- Attack the Cholos partying at Phil's place.
- Defeat the Cholos inside Phil's place.
- Go back outside after the cinematic.
- Return the money to Martinez.

**Reward: \$100**



- A. START/FINISH (MARTINEZ'S BILLET)
- B. SHOOTING RANGE (PHIL CASSIDY)
- C. PHIL'S SAFE HOUSE

## TIPS

### PRE-MISSION TIPS

This is a great time to explore the city. Use our maps to get some armor and weapons, then find and shoot as many hidden Red Balloons as you can to unlock weapons at your safe houses. Being equipped with the best weaponry available makes every mission easier. Plus, you don't have to run all over the map to get the various free weapon locations.

Make sure to get the two balloons in Fort Baxter before you're locked out at the end of the following mission. However, if you miss them, there are alternative ways of popping them. See our 99 Red Balloons map and tips at the beginning of this chapter.



### MARTINEZ'S STREET FIGHTER

You can find Jerry's Street Fighter beside his office. Use it to follow the yellow blip on the radar to Viceport and Phil's shooting range.







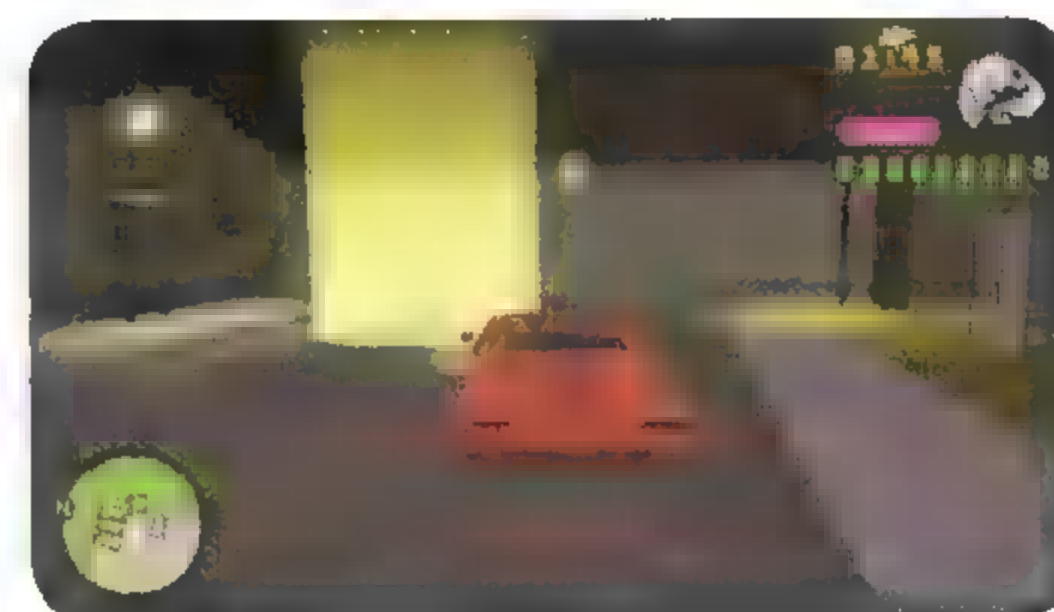
## PHIL'S SHOOTING RANGE

When you meet with the two-armed era Phil Cassidy, he says he doesn't have the money on him. Exit the range, then get in his Walton (pickup) and follow the yellow blip to his safe house to the north. You can return to the range to partake in the shooting challenge after this mission. See "Shooting Range" on the next page of this guide for details.



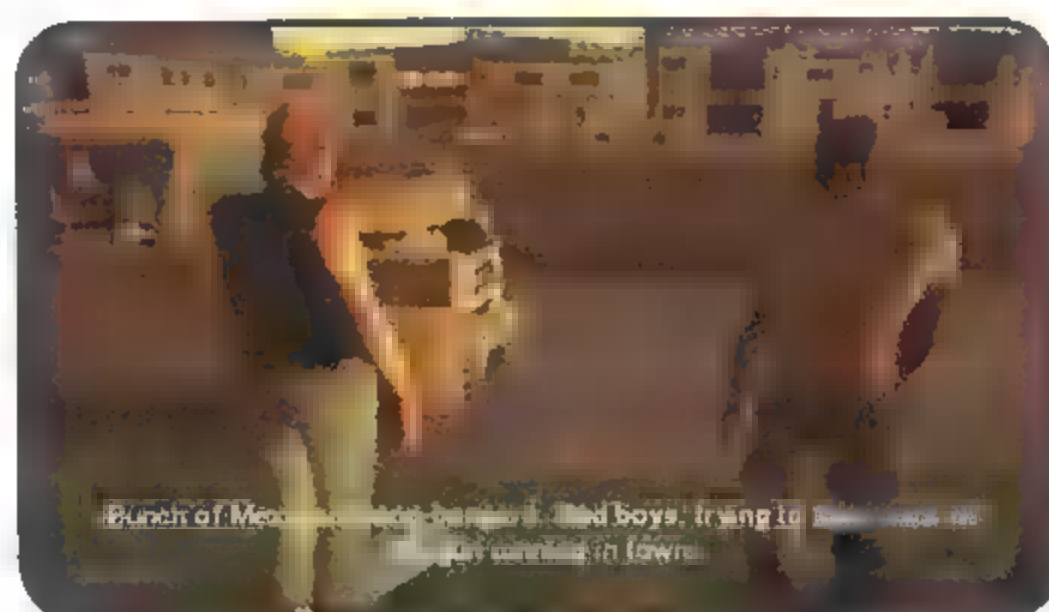
## SAFE HOUSE INTERIOR

There are four more Cholos inside, armed with nothing but their fists. Mow them down with the M16 by targeting one and firing as soon as possible. Scroll through your targets while continually firing, then exit the safe house and return the money to Martinez using one of the gang cars as transportation. If you acquire a single badge. Wanted Level, it will fade once you return outside. Follow the yellow blip back to Fort Baxter.



## PHIL'S SAFE HOUSE

Drive into the yellow marker across the street from the safe house. After Phil drives off, select your M16 and head for the Cholos partying in front of Phil's place.

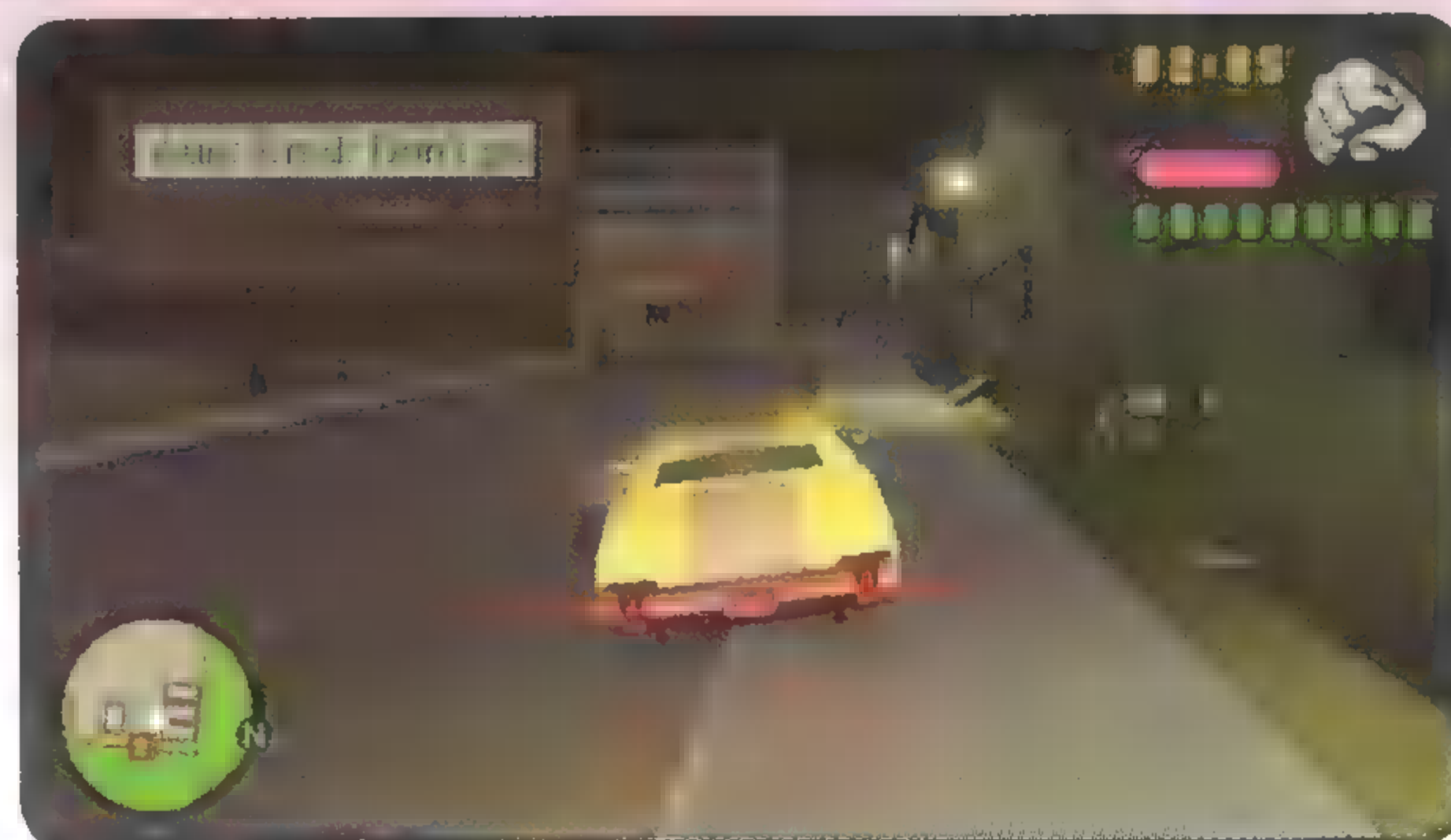


The three Cholos advance. They're armed with only baseball bats. The text message suggests using free aim. If you're not comfortable with that, then target with the R button and shoot them one at a time. Either let off the targeting button with each kill or leave it activated and scroll through the other targets with the analog stick. If a police officer is nearby, you will pick up a Wanted Level for gunplay on the streets. Enter the safe house through the yellow-marked doorway.



## TEXT MESSAGE

You receive a message from your Aunt Enid after this mission. She tells you to stay out of trouble and that Lance says, "Hi."





## SHOOTING RANGE (PASTIME)

**Availability:** After completing Jerry Martinez' mission, "Cleaning House."

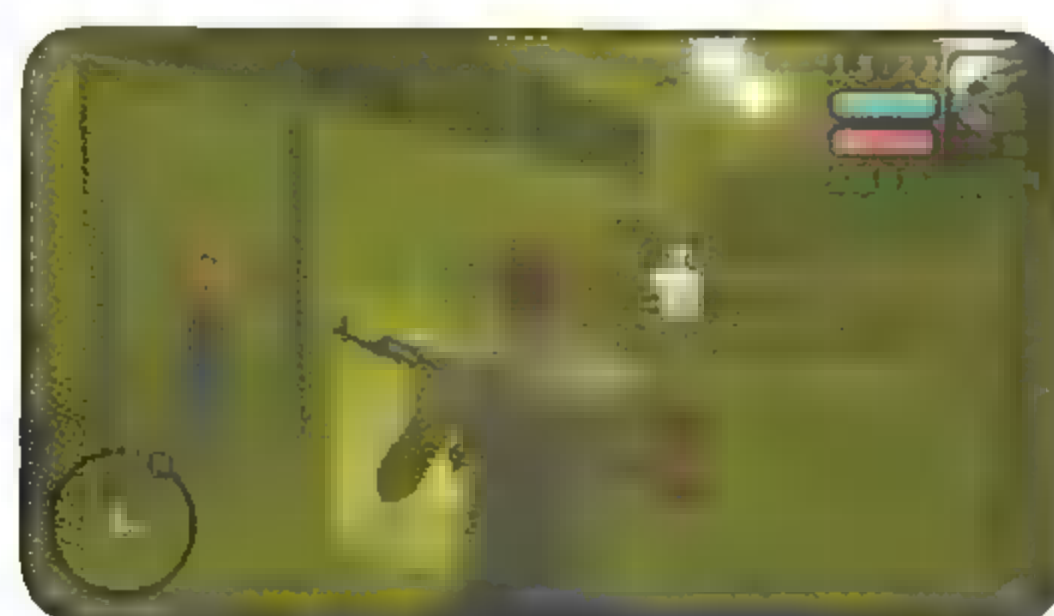
**Location:** Phil's Shooting Range at the docks in Viceport (#2 on our Pastimes map).

**Reward:** \$1000 every time you complete the range, \$500 for beating the high score, \$500 for beating the best time, \$500 for beating the best accuracy.



## DETAILS

Enter Phil's Shooting Range and then the halo inside to begin this challenge. There are five rounds: pistol, SMG, shotgun, assault rifle, and sniper rifle. You must beat the minimum score for each round to qualify for the next round. Hostile targets pop up or slide across your view. Each hostile target shot is worth 100 points. If you hit a friendly target, you incur a 200-point penalty. Stats for high score, best time, and accuracy are displayed when the round is complete. You can quit the mission by pressing the Up button twice.



## TIPS

## ROUND 1: PISTOL

You must score 1000 points to beat this round. You have unlimited amount of ammo, but still shouldn't waste rounds since you're also trying to achieve accuracy points. Shooting friendly targets sets you back two good targets—another reason to shoot accurately. Use the L button to slow the aiming reticle for more precise targeting.



## ROUND 2: MACHINE PISTOL

You must clear 1500 points to beat this round. Try to use short blasts to limit the amount of bullets fired. This is a rapid-fire weapon, but you can release a few at a time with short blasts to keep your accuracy percentage high. There are some hostile targets hidden by friendly ones, but the friendly markers drop in time for you to shoot the enemy target, so just be patient. It is possible to hit the hostile targets through the clear areas of the raised arms of the friendly markers, but this is risky with the SMG.



## ROUND 3: SHOTGUN



You must get 2000 points to complete this round. Be careful with the shotgun, though; the shell pellets spread. When aiming at a hostile target that's next to a friendly one, aim at the outline of the hostile

target furthest away from the friendly one. You can aim and shoot between two adjacent hostile targets and hit both with one shot. This raises your accuracy percentage.





## ROUND 4: ASSAULT RIFLE



You must hit every enemy target that appears to make the 2500 points necessary to clear the round. You cannot hit a single friendly target or you'll never recoup enough points to win. You're armed with an M16.

Shoot a little ahead of the target for best success. Dispense your low clip at the end of a segment so that you reload and have a fresh clip for the next segment. This is a tough round.

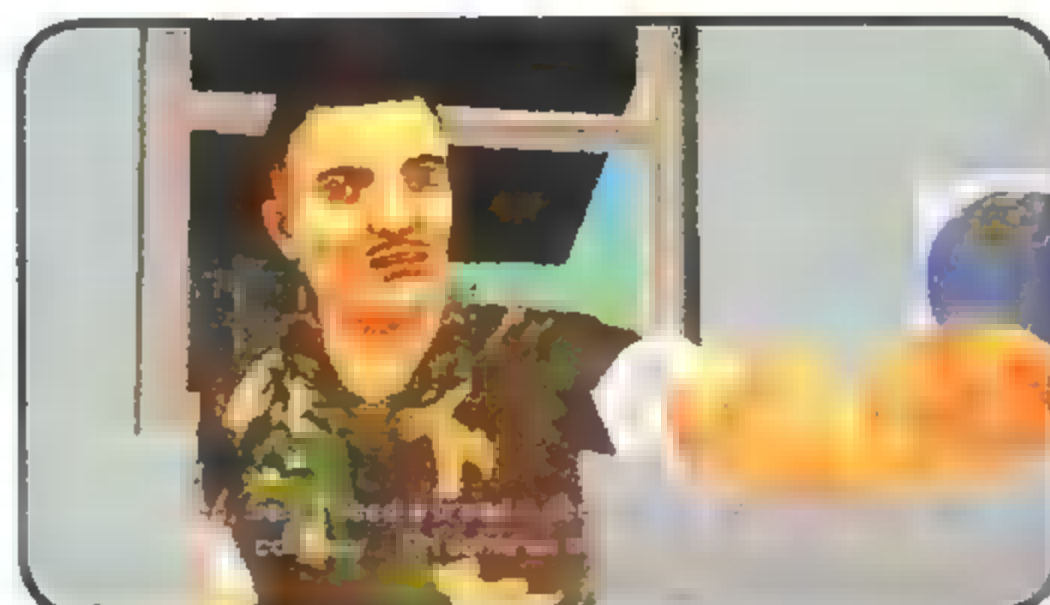
## ROUND 5: SNIPER RIFLE

You must score 3000 points in the sniper round. This is even tougher than the M16 challenge. You should zoom in slightly, but not much, and then leave it. Shoot between civilian targets to hit the real enemy target. The fast moving targets are tough. You should leave the sight centered and zoomed out (zoomed in a touch is fine) and time your shot as the target passes your sights, instead of trying to follow the target; moving with the target only messes you up for the next moving target. You pretty much have to hit all of the targets to achieve the required score.

## CONDUCT UNBECOMING

### Overview:

After watching a Candy Suxx video, Martinez is all heated up and wants some girly action. You agree to pick up Mary if Martinez agrees to collect his weed from your barracks. He says Phil has a gift for you, so stop by his place first.



### Notes:

Make sure you get the Fort Baxter balloons before leaving the base or the gates will permanently close. The only way back in is to drive in with a military vehicle, fly in, or pull a truck along the exterior east wall and jump over the wall using the small utility house. (See #17 and #18 on our Red Balloons map at the beginning of this chapter.)

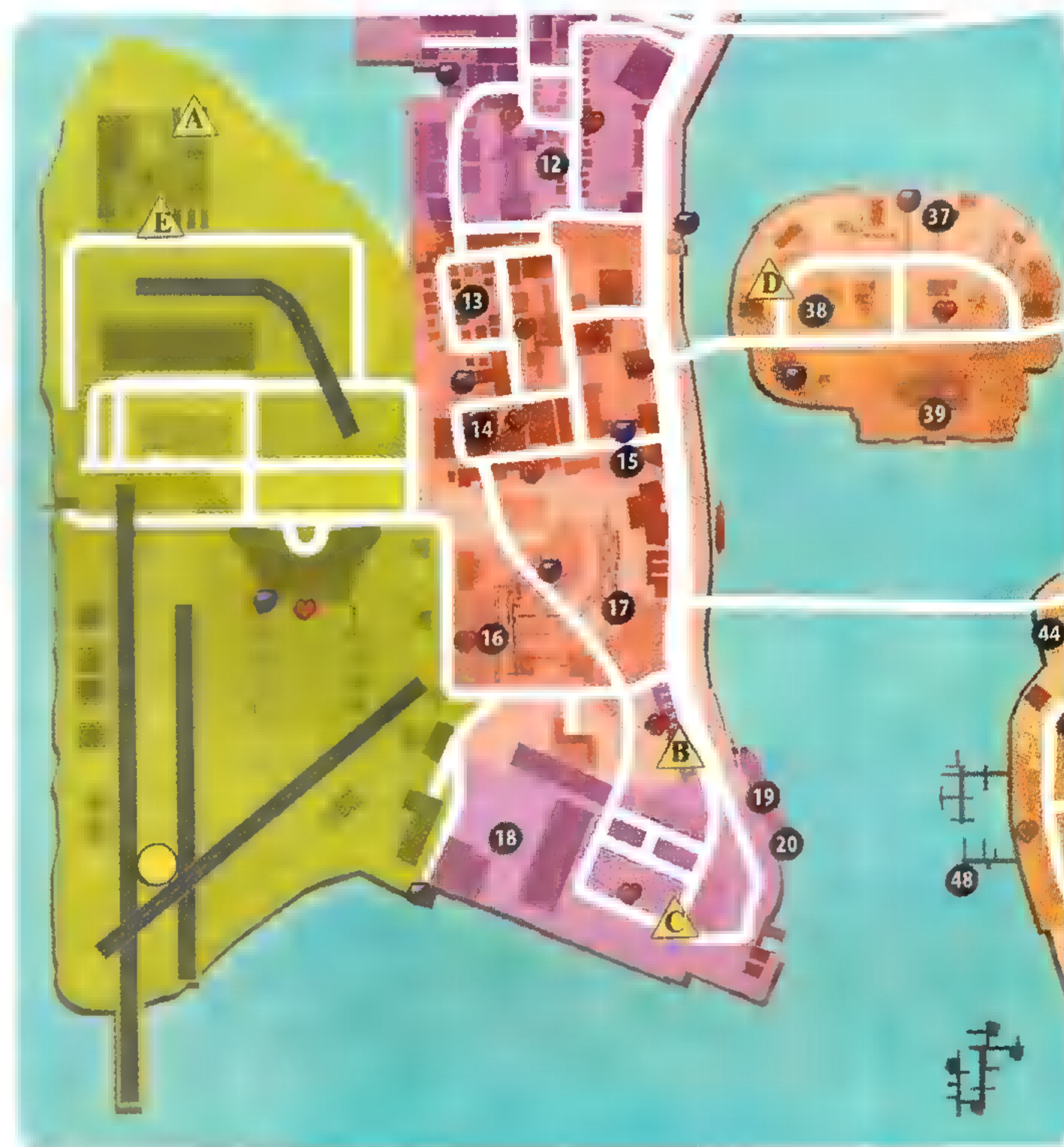
### Introduces:

Buddy Characters.

### Objectives:

- Go to Phil's safe house. He gives you a car.
- Go to Viceport and pick up the hooker.
- Take the hooker to the party on Starfish Island.
- Kill the yuppies, ensuring Mary doesn't die.
- Take Mary back to Fort Baxter.
- Return to Phil's safe house.

**Reward: New Safe House**



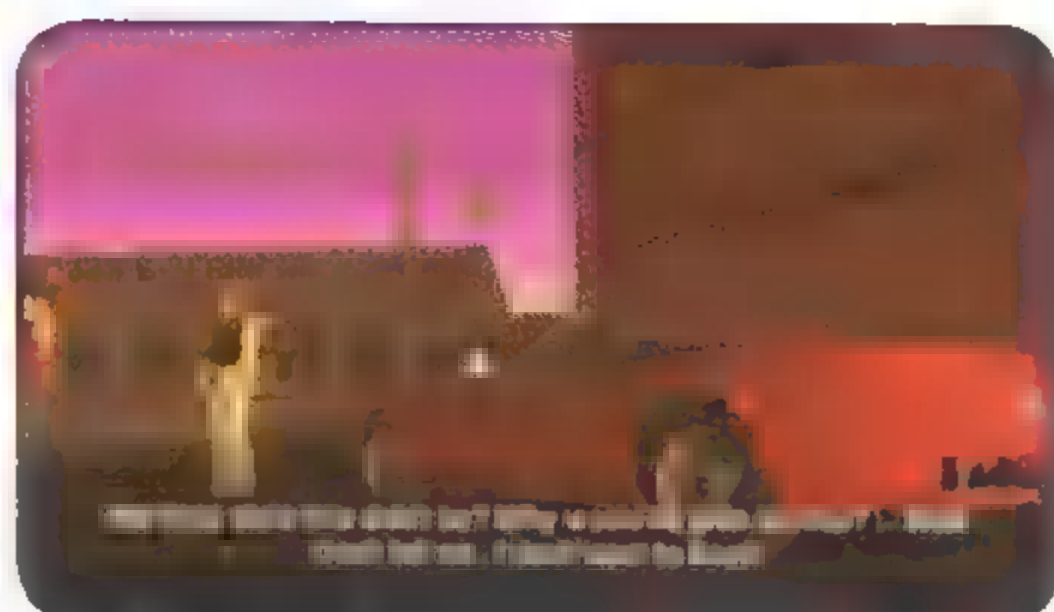
- A. START (MARTINEZ'S BILLET)
- B. PHIL'S SAFE HOUSE
- C. VICEPORT DOCKS (MONA)
- D. STARFISH ISLAND PARTY (MARY)
- E. FORT BAXTER



## TIPS

### PHIL'S GIFT

Pull into the yellow marker at Phil's place. A cinematic shows you meeting with Phil near his garage in the back alley. He presents a Stinger, compliments of Martinez. Hop into the convertible and follow the yellow blip past the gates of the Viceport docks.



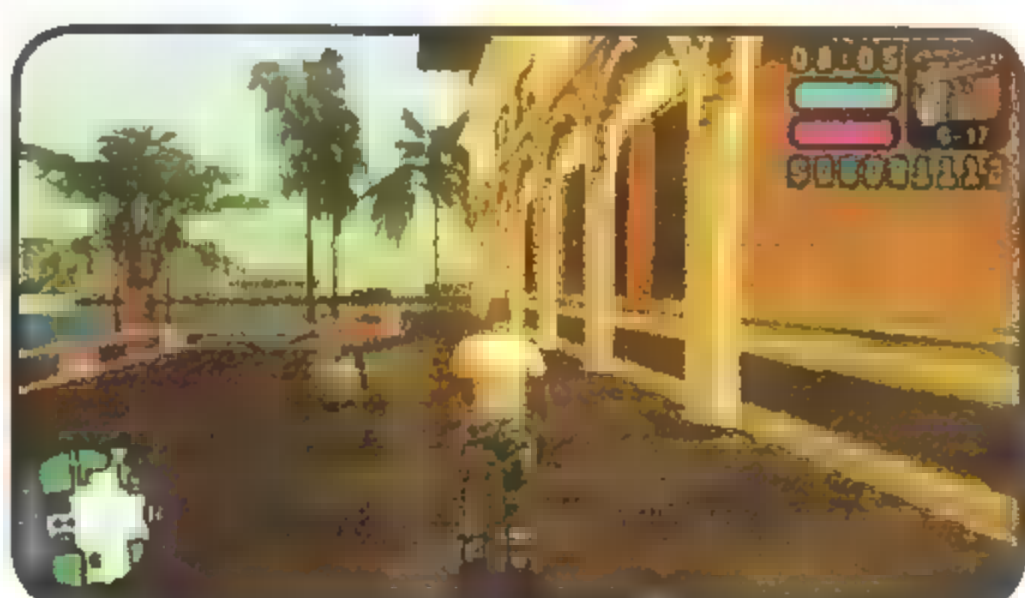
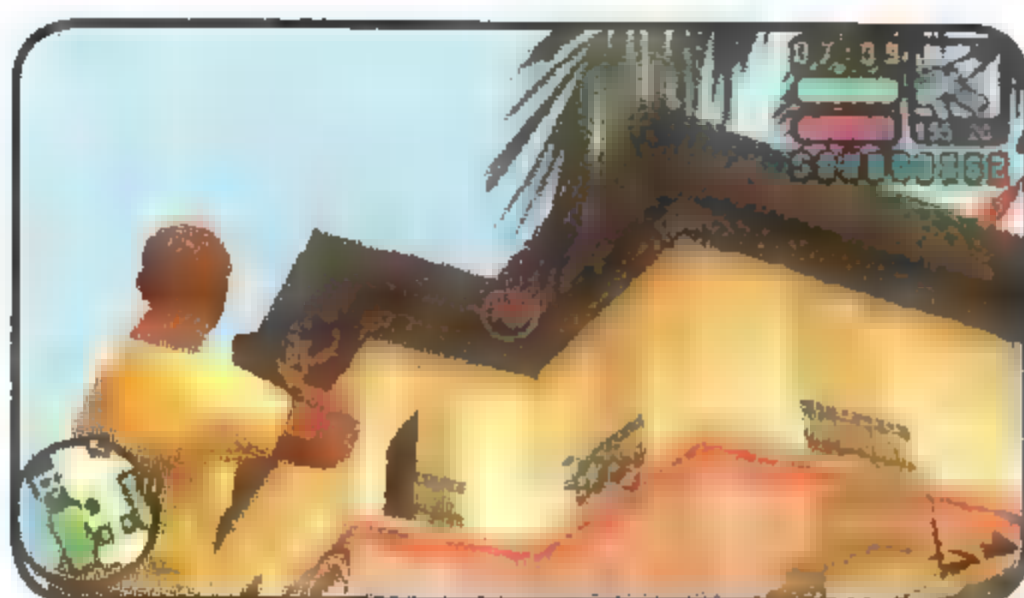
### WHAT ABOUT MARY?

You'll find Mary's friend, Mona, on your way to the yellow blip. She says Mary is at a party on Starfish Island. With Mona in your car, follow the yellow blip to Starfish Island, which is temporarily open for this mission.



## For a Limited Time Only!

Starfish Island will not be opened again for a very long time. Take this opportunity to pop the Starfish Island balloons (see #17 and #18 on our Red Balloons map at the beginning of Chapter 1) and grab the SMG on Diaz's back porch. Unfortunately, the sniper rifle and rocket launcher are not spawned at this time. You can find the Armor in two places on this island (see our map).



### STARFISH ISLAND PARTY

Pull into the yellow marker at the entrance to the mansion patio party. In a cinematic, you find Mary. The johns are upset that you're taking their trick. Defeat the two opponents with pink arrows overhead before they kill Mary, whose health now appears on screen.



Use the M16 to finish them off quickly before they harm her. Select your targets and avoid shooting Mary. Once the two johns are dead, take Mary to Fort Baxter. Use the Infernus in the driveway and follow the yellow blip back to Baxter. You have a one-badge Wanted Level, but it's nothing to get too worried about—it'll eventually fade if you don't commit any more crimes.



### UNCLE SAM DOESN'T WANT YOU



You return to the base only to discover you've been framed. Martinez ratted you out for the possession of drugs and, furthermore, you were caught bringing a whore onto the base. You suddenly find yourself on the outside, gates locked, and wearing civilian clothing.

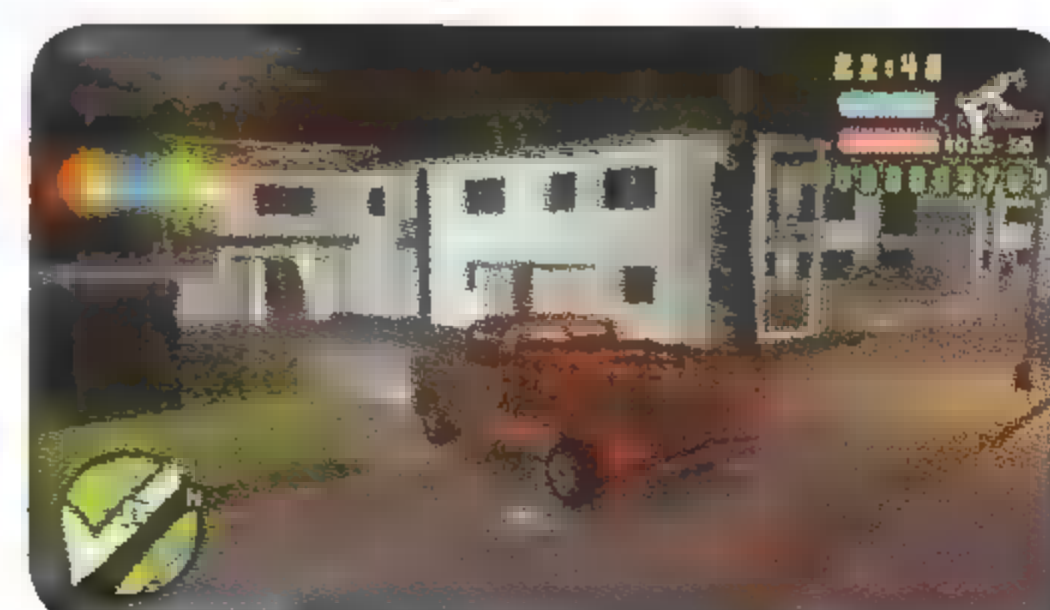
## FRIGID MESSAGE

Phil sends you a message, telling you he has work for you and to use his safe house if you need a place to stay.



### PHIL'S OLD PLACE

Follow the yellow blip to Phil's place. He's handed it over to you, so this is your safe house now. Look for the palm tree on the north side of the property to easily find it as you speed along the road. Also, you'll spot Christmas lights on the second floor of your neighbor's balcony to the south at night. All of the nearby apartments look similar and these landmarks will help you find your home when you're in a hurry.







Park a car in the garage quickly by driving directly through the small cut-out near the safe house doorway. Any vehicle stored here is saved when you save your progress.

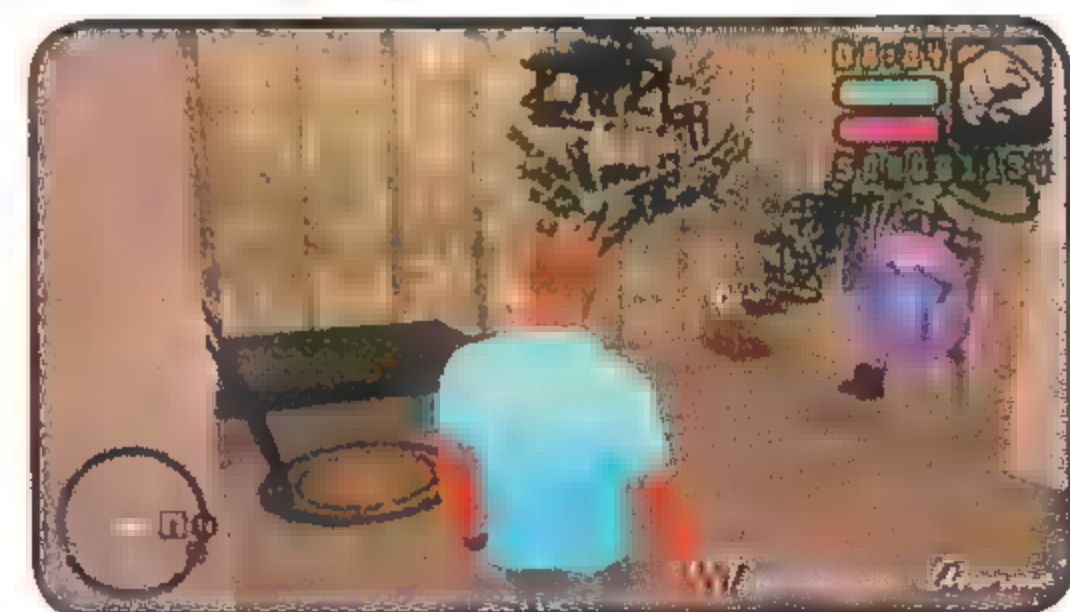
## Garage Tricks

Veteran Grand Theft Auto players have become accustomed to this feature—and we're as glad as you are to see it return. Once again, any damaged vehicle placed inside the garage will be repaired when the garage door closes. Also, you can force more than one vehicle inside. Park the second car hood-first against the garage door, then get out and approach the door to open it. Jump back in quickly to speed it in.



## YOUR SAFE HOUSE

Inside the safe house, you'll find a floppy disk for saving the game and a shirt icon where you can change your wardrobe. You currently have only the casual outfit. There's also a health icon near the doorway. When you pop balloons in groups of 10, the weapons they unlock appear in the alley facing the garage.



## Reduce Any Wanted Level

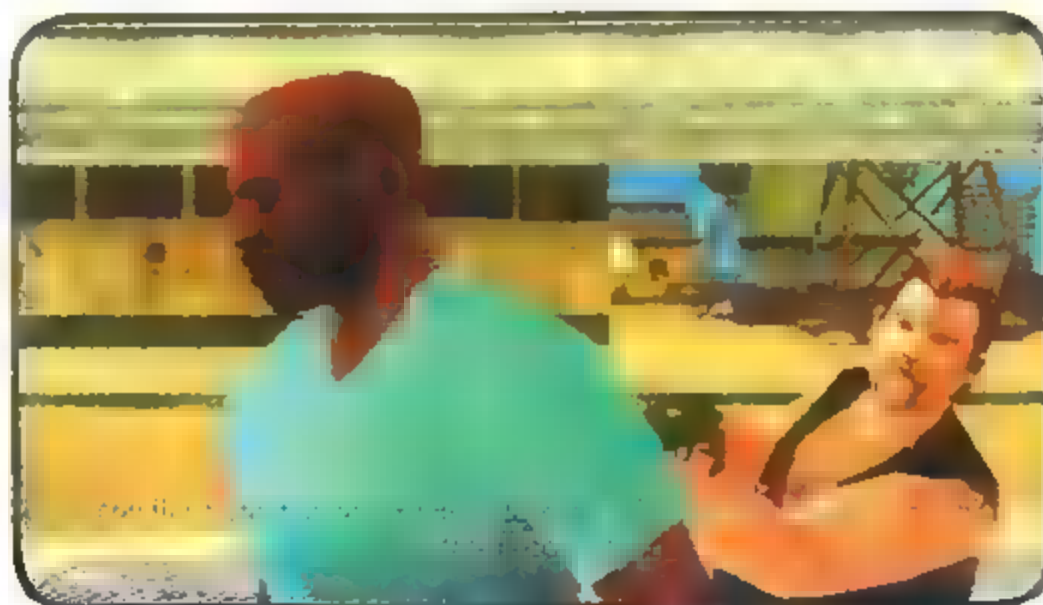
This is a new bonus: You lose your Wanted Level when you save your progress... no matter how high it is. In previous versions of the game, you would have to quit and reload to get the badges to disappear.

## PHIL CASSIDY

## CHOLO VICTORY

### Overview:

Phil is now hanging out in "Phil's Depot" behind the shooting range. He's drunk and sick of being hassled by Cholos, and decides it's time to teach them a lesson. You must drive Phil while hunting for Cholos.



### Notes:

If Phil Dies, his truck is destroyed, you abandon him, or you pass out, the mission is failed.

### Introduces:

Police station, hospital, drive-bys, and Pay 'n' Spray.

### Objectives:

- Drive Phil's car to the police station and hospital.
- Chase the Cholo from the hospital as Phil performs drive-bys.
- Kill all the new Cholos if the previous one escapes.
- Take Phil's car to Pay 'n' Spray.
- Take Phil home.

**Reward: \$200**



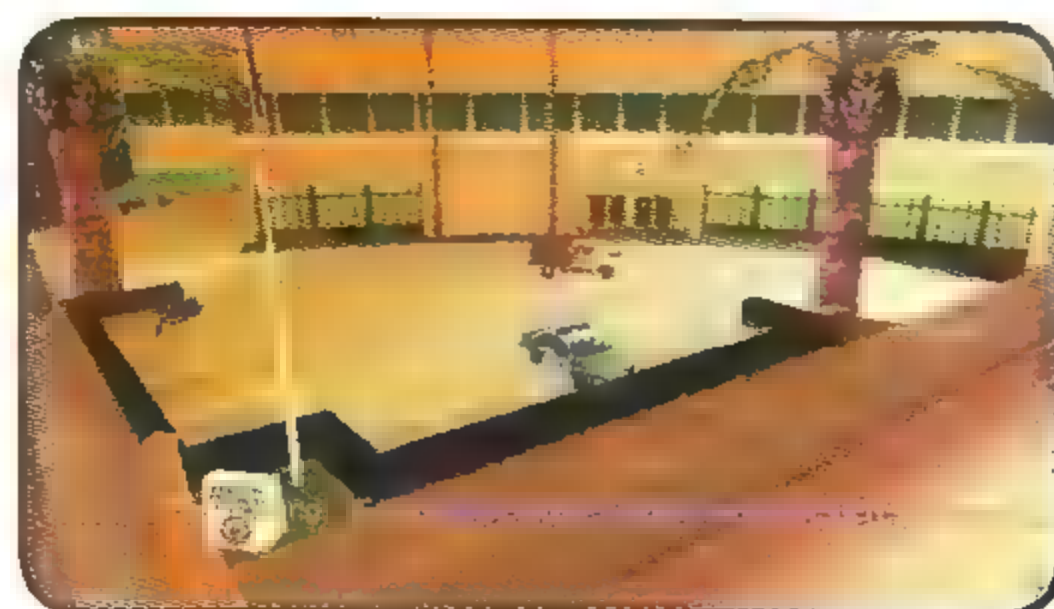
- A. START/FINISH (PHIL'S DEPOT)
- B. POLICE STATION
- C. HOSPITAL
- D. PAY 'N' SPRAY
- RED LINE: CHOLO ESCAPE ROUTE!



## TIPS

### DRUNKEN TOUR

Pull into the marker in the police station parking lot, then head north to the hospital.



## Cholos Backup

If the Cholos from the hospital manages to escape, he'll drive to a location where other Cholos are waiting on foot. You must then kill all these guys to advance to the next objective.

## Bribing Cops & Doctors

Bribes are available at police stations and hospitals. Your weapons are confiscated when busted or wasted, but you can pay \$2000 to get them back from these facilities. Upon leaving, step into the "lock" icon and pay the price. This is really worth it if you've got a lot of ammo or valuable weapons and items.

### HOSPITAL

Phil spots a Cholo at the hospital, but he takes off in a muscle car. You must kill that Cholo. If you have a submachine gun, you can help Phil drive-by shoot the target.



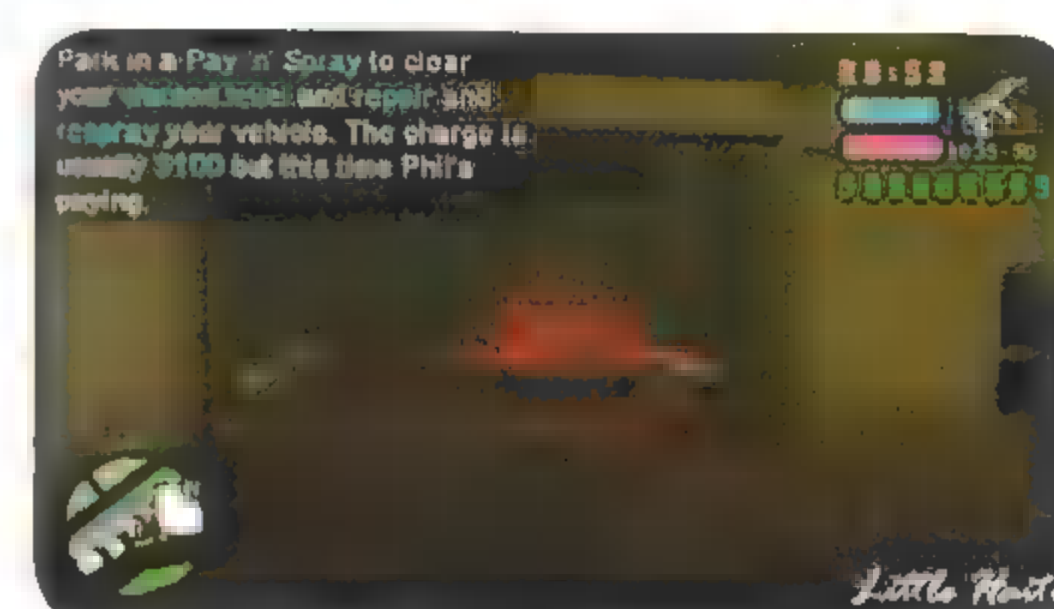
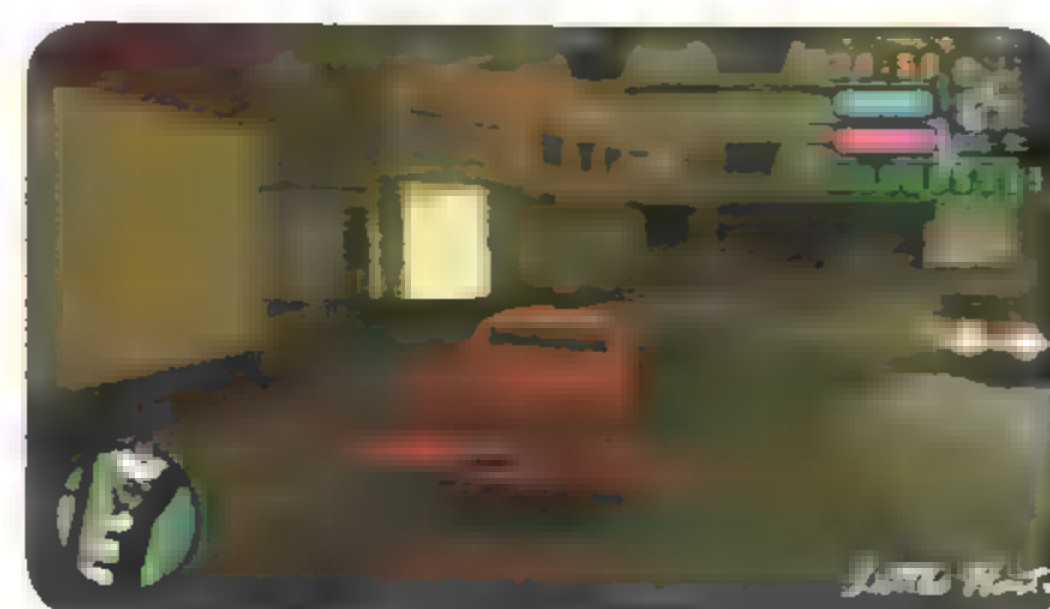
### DRIVE-BY

You must pull up beside the targeted vehicle to hit it using drive-by attacks. We suggest pulling up to the vehicle's left side so that Phil can get a good shot. If you have a submachine gun, join the fun. Hold the L button + analog stick right or left to look in either direction. Press to fire. Match the speed of the vehicle to empty as many bullets as you can into the target, then get away from the burning vehicle to avoid destroying your own ride.



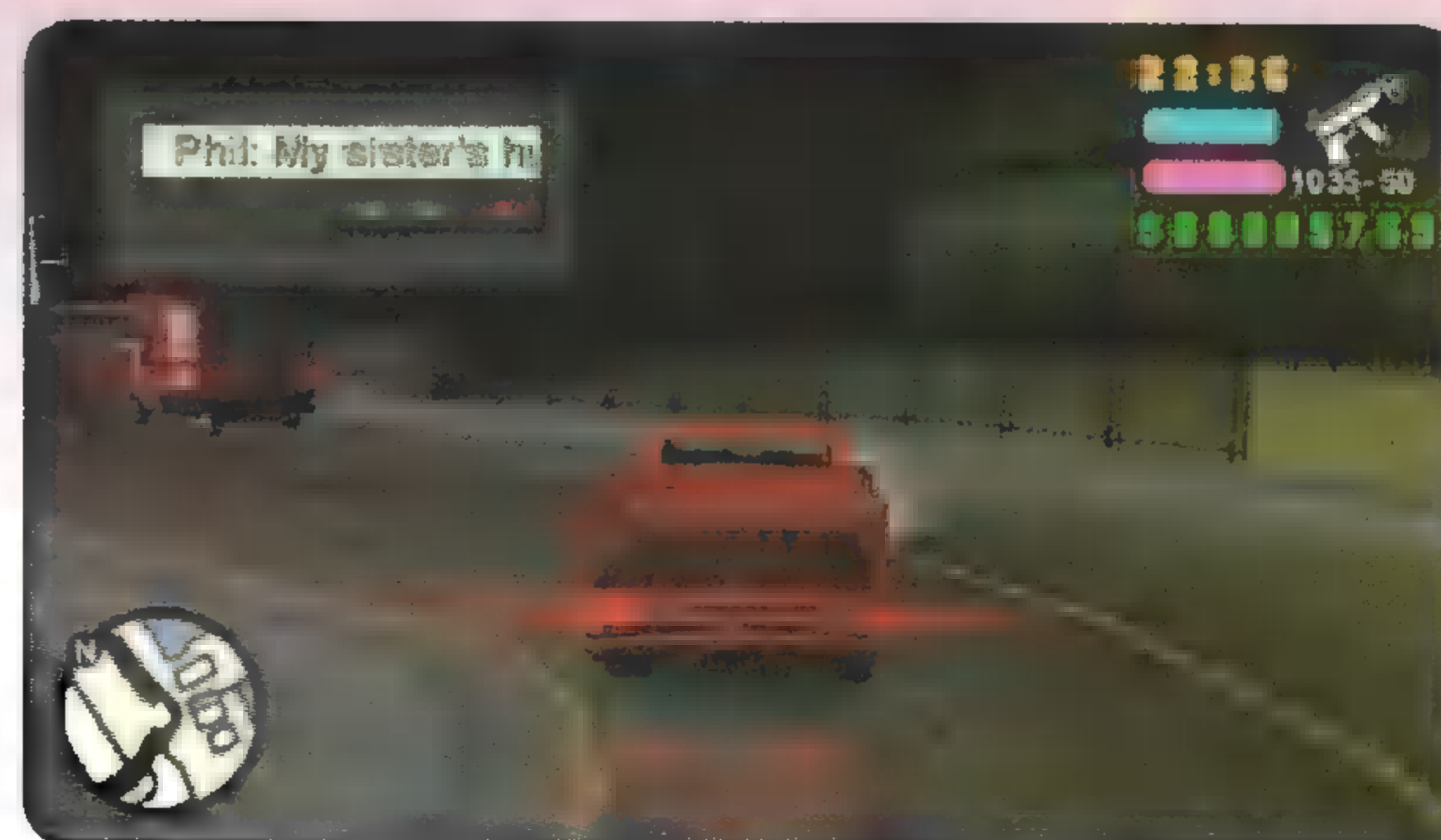
### PAY 'N' SPRAY

Follow the spray can blip on the radar to the nearby Pay 'n' Spray. Pull into the garage; your car is repaired when the door shuts. Phil is paying this time, but it will cost you \$100 any other time. Getting your car painted also erases any Wanted Level. You must avoid committing any other crimes while the badges blink blue or your original wanted status will return. When the blue badges disappear, you're in the clear. Follow the yellow blip back to Phil's place to complete the mission.



## PAGER MESSAGE

Phil sends you a message, telling you his sister's husband, Marty, is looking for good guys like you. This opens the Marty J. Williams mission strand.







# BOOMSHINE BLOWOUT

## Overview:

Phil has some highly explosive "boomshine" stored in a warehouse and believes the Cholos are going to blow it up. There's enough to destroy the whole block if it explodes, so you must extract it. When you open the warehouse door, a Cholo booby trap sets the warehouse ablaze. You must retrieve the boomshine crates using a forklift before they overheat and explode.



## Notes:

If you are blown up during this mission, a Trip Skip taxi appears at the hospital. This cab will take you directly to Phil's place so you can try the mission again. If you have money, the cabbie will take \$9.00. A Trip Skip milestone is also reached at the warehouse, so you can skip to the warehouse instead of having to drive there when you begin the mission again at Phil's. To do this, press the Up button.

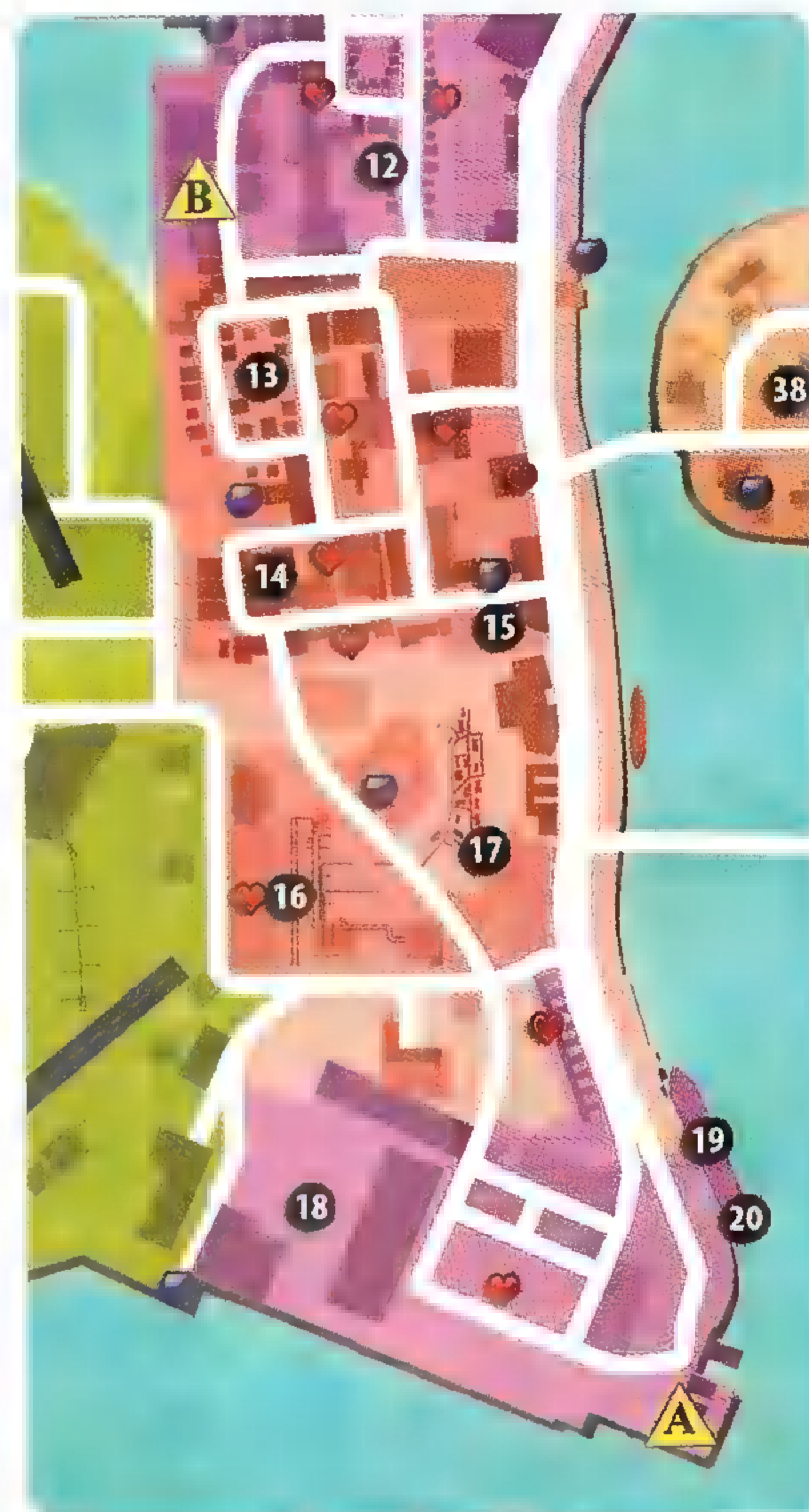
## Introduces:

Forklift operation and Trip Skips.

## Objectives:

- Drive Phil to the back of the warehouse.
- Get on the forklift.
- Fetch all the crates of boomshine before time runs out.

**Reward: \$250**



A. START (PHIL'S DEPOT)

B. THE BIG PACKAGE STORAGE CO.

## TIPS

### DRIVE PHIL TO HIS BOOMSHINE WAREHOUSE

Drive to the warehouse, following the yellow blip to Little Haiti. The mission is failed if Phil's car is destroyed or if he dies on the way. There's no timer and no one is chasing you, so drive carefully. Pull into the yellow marker outside the Big Package Storage Co. to secure a "Trip Skip," then drive the truck into the yellow marker behind the warehouse.



### BOOBY-TRAPPED!

When Phil opens the warehouse, a huge explosion occurs inside. The Cholos booby-trapped the warehouse! He backs the truck up to the door and needs you to load his crates of boomshine into the trailer before they explode.



Spots of fire can be seen in the warehouse and there's a forklift parked nearby. A boomshine heat meter appears in the corner of the screen. If you don't move all the crates of boomshine before the heat meter fills, the place explodes and you fail the mission.



## THE FORKLIFT



Use the Right button to lower the forklift and the Left button to lift them. Slide the forks under the crates and then lift. You must get used to the forklift controls quickly; it may seem reversed because you're steering with the rear tires. The mission is failed if the forklift is destroyed before moving all the boomshine.

## MOVING BOOMSHINE

The four crates are off screen to the far right of the forklift's starting position with green arrows overhead. You must load them all to complete the mission. Move the crates quickly before the heat meter fills. The boomshine's temperature increases steadily over time, but will accelerate if you hold a crate over a fire.



The first trip is the easiest as you simply need to pick up the crate and carry it to the back of the truck to the left. You can pick up a crate from either the wide or narrow end, just as long as you approach it straight on. Upon return, you must lift the crate over the tailgate and drive forward. Each time you deliver a crate, a cinematic shows more burning ceiling debris fall to the floor. This means you must find a new route through the warehouse maze to reach the crates, and each trip is longer and more complex than the last.



## SECOND BOOMSHINE TRIP

Drive straight down the middle aisle and take the second possible right through the pallets and through the second row to the right. Turn right and follow the rightmost aisle to the crates. Pick up a crate and retrace your path back to the truck. There's enough room to turn the forklift around beside the office—in case you don't want to drive backwards.



## THIRD BOOMSHINE TRIP

Take a left at the pile of burning debris in the middle aisle. Take the first two possible rights to pass the debris and continue driving toward the rightmost aisle as you did on the last trip. Pick up a crate and retrace this route back to the truck.



## FOURTH BOOMSHINE TRIP



Repeat the last route until you are on the other side of the middle aisle's debris pile. The new pile of burning debris blocks the middle passage through the rightmost pathway.

Turn left up the middle aisle and work your way to the right to enter the rightmost aisle through the opening at the top end of the pathway. Pick up the last crate at the bottom end of the path, then retrace your route back to the truck. Phil drives away and you run off on foot as the fire trucks arrive at the scene.



## PAGER MESSAGE

Aunt Enid pages and asks if your brother has been in touch. She says he hasn't done his chores yet.



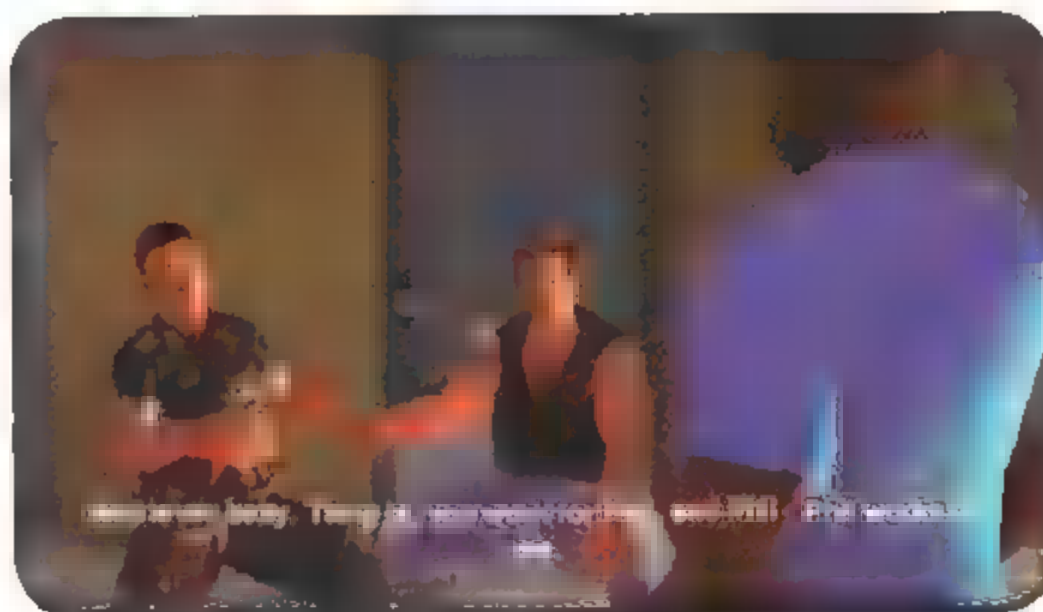




## TRUCK STOP

### Overview:

You confront Sgt. Jerry Martinez for the first time since he framed you with his drugs and got you kicked out of the army. Needless to say, you're not exactly happy to see him. However, you work for Phil and Phil works for Martinez. He has another job for you... another illegal weapons deal.



### Notes:

Before you take this mission, top off your Health and Armor. It also helps to have a substantial amount of submachine gun ammo. Or, find the AK47 on top of the police station, Downtown. Use our map to find these goodies.

### Introduces:

Armed party members riding shotgun.

### Objectives:

- ▶ Drive Phil in his car to pick up two goons at the hotel.
- ▶ Catch up to the delivery truck.
- ▶ Take out the guards in the truck.
- ▶ Block the truck to scare the driver off.
- ▶ Defend Phil as he drives the truck back to his place.

**Reward: \$300**

- A. START/FINISH (Phil's Depot)  
B. BEACHCOMBER HOTEL  
C. DELIVERY TRUCK START POSITION  
RED LINE: DELIVERY TRUCK ROUTE



## TIPS

### DRIVE TO THE HOTEL.



Phil's truck is not big enough for this mission, so you must take his Perennial, which is parked nearby. Follow the yellow blip to the Beachcomber Hotel. Pull into the yellow marker to pick up his two helpers.

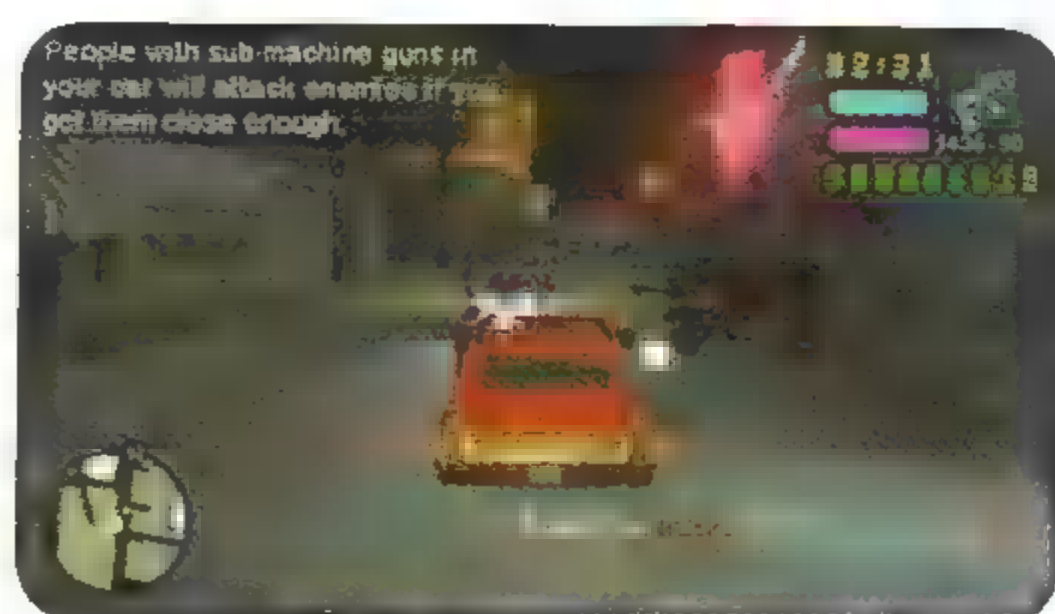
## Radio Report & Fire heli

Along the way, you can hear the DJ on the car radio reporting on the gang-related arson attack in Little Havana. This was Phil's warehouse fire in "Boomshine Blowout." The reporter mentions the firefighter helicopter. This is a new feature to the series. See the *beginning of Chapter 3* in this guide for details on the "Fire Heli" Pastime.

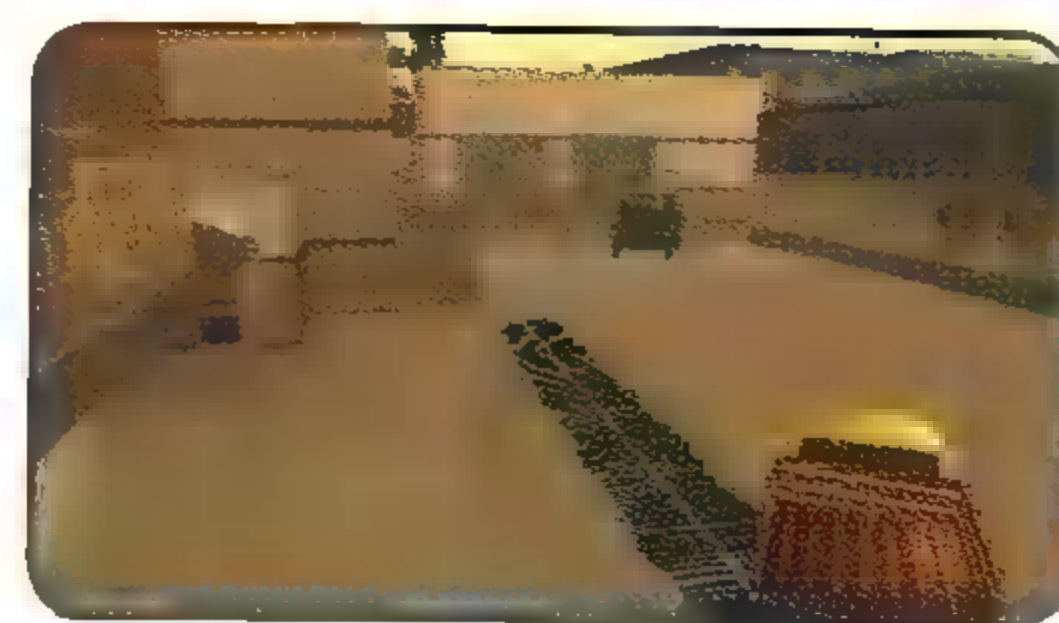


## FIND THE TRUCK

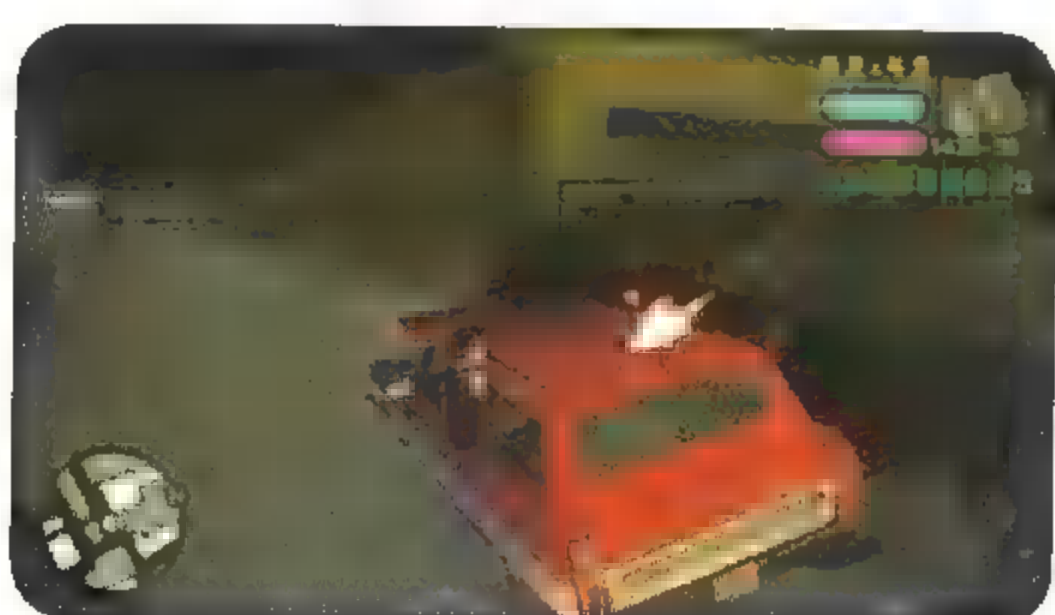
Follow the red blip on the radar to find the delivery truck in Little Havana. Phil and his two helpers are armed with Ingrams and will hang out of their windows to shoot at any enemies within range.



You can also ram the vehicles, but this causes damage to your car. Try using P.I.T. maneuvers on enemy vehicles if they get ahead of you. This is done by using the front corner of your car to push the back corner of theirs, forcing them to spin out. When Phil nears his place, the mission is a success.



## ATTACK THE TRUCK



Three gunmen can be seen riding in the back of the flatbed weapons truck. They are also packing Ingrams, so be careful. As you approach the truck, your guys begin to fire at the gunmen. When all but one guard has

been eliminated, the remaining foe stays covered, only standing up to shoot.

## BLOCK THE PATH



Pull in front of the flatbed and park your vehicle to bring the truck to a stop. The driver flees on foot and Phil takes control of the truck.

## DEFEND THE TRUCK



The henchmen remain in your car and continue to fire on hostiles. Follow closely behind the truck to prevent any attackers from damaging the flatbed. A damage meter appears in the corner of the screen. If this meter

fills, the truck is destroyed and the mission is failed.

The best thing to do is follow closely behind the truck to prevent Cholos from getting close to it from behind. Swerve in front of their vehicle to prevent them from passing. Let your gunmen do their job while you concentrate on following Phil. If a Cholo begins to pass you, use drive-by attacks to help the gunmen take the vehicle out quickly.



## PAGER MESSAGE

Lance pages you after this mission. He says Aunt Enid is driving him crazy and he wants to know if he can join you to double-team this town.



## No Phil for Now

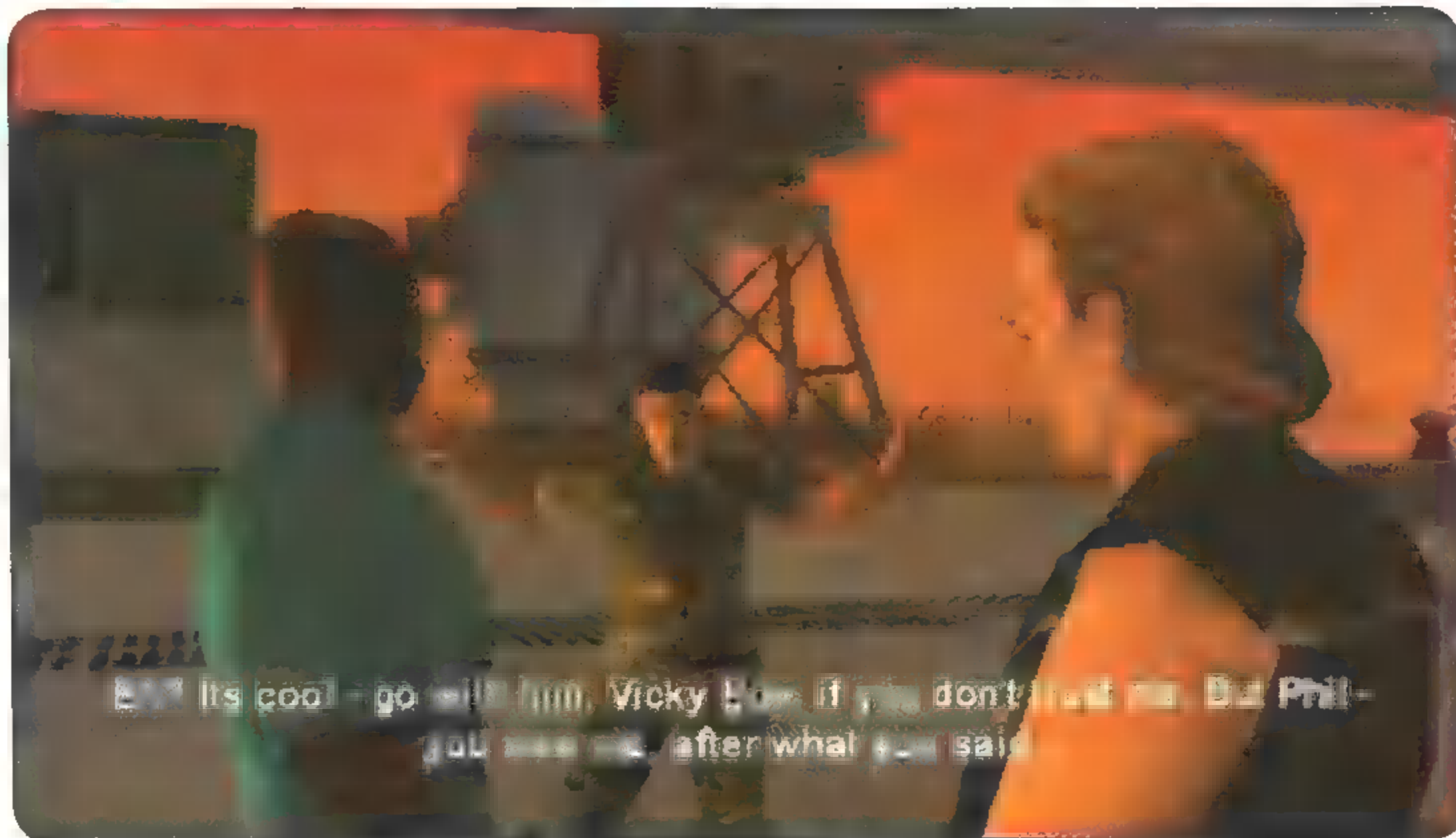
Phil's final mission, "Marked Man" will not become available until you complete Louise Cassidy-Williams' mission, "Takin' Out the White Trash." Her subsequent missions are not accessible until you complete "Marked Man."



## MARKED MAN

### Overview:

Martinez has a job for Phil—and he wants you to join the party. Once Martinez is gone, Phil explains that he got drunk and told Martinez he didn't trust him anymore, which explains what happens next. Once at the lockup, you learn that the whole job is a setup and Martinez wants you two dead.



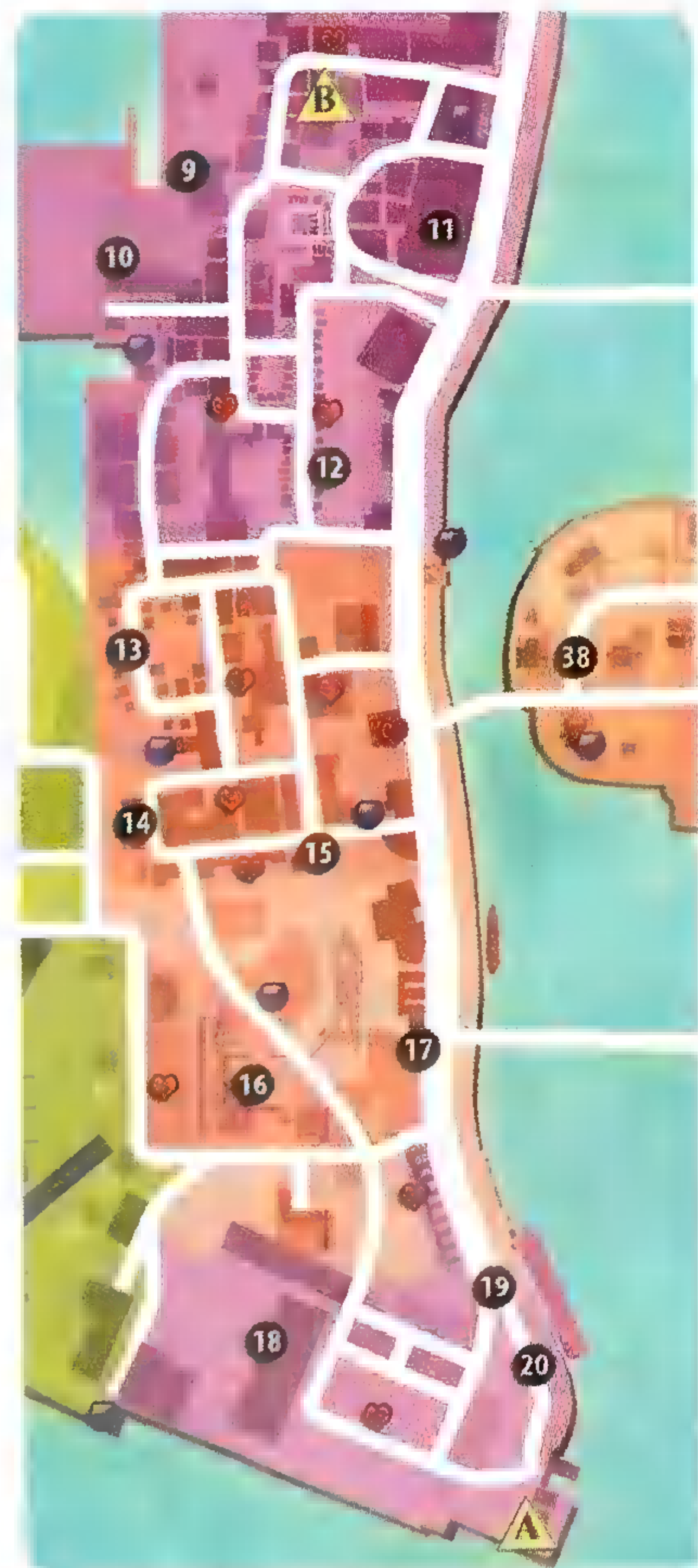
### Notes:

If Phil dies or his truck is destroyed, the mission is failed. If you get out of the truck at anytime during this mission, Phil will not follow and the objective changes to: "Get back to Phil's truck."

### Objectives:

- Drive Phil's truck to the lockup.
- Eliminate Martinez's men and drive out of the alley.
- Arrive at Phil's place in one piece.

### Reward: None



A. START/FINISH (PHIL'S DEPOT)

B. LOCKUP

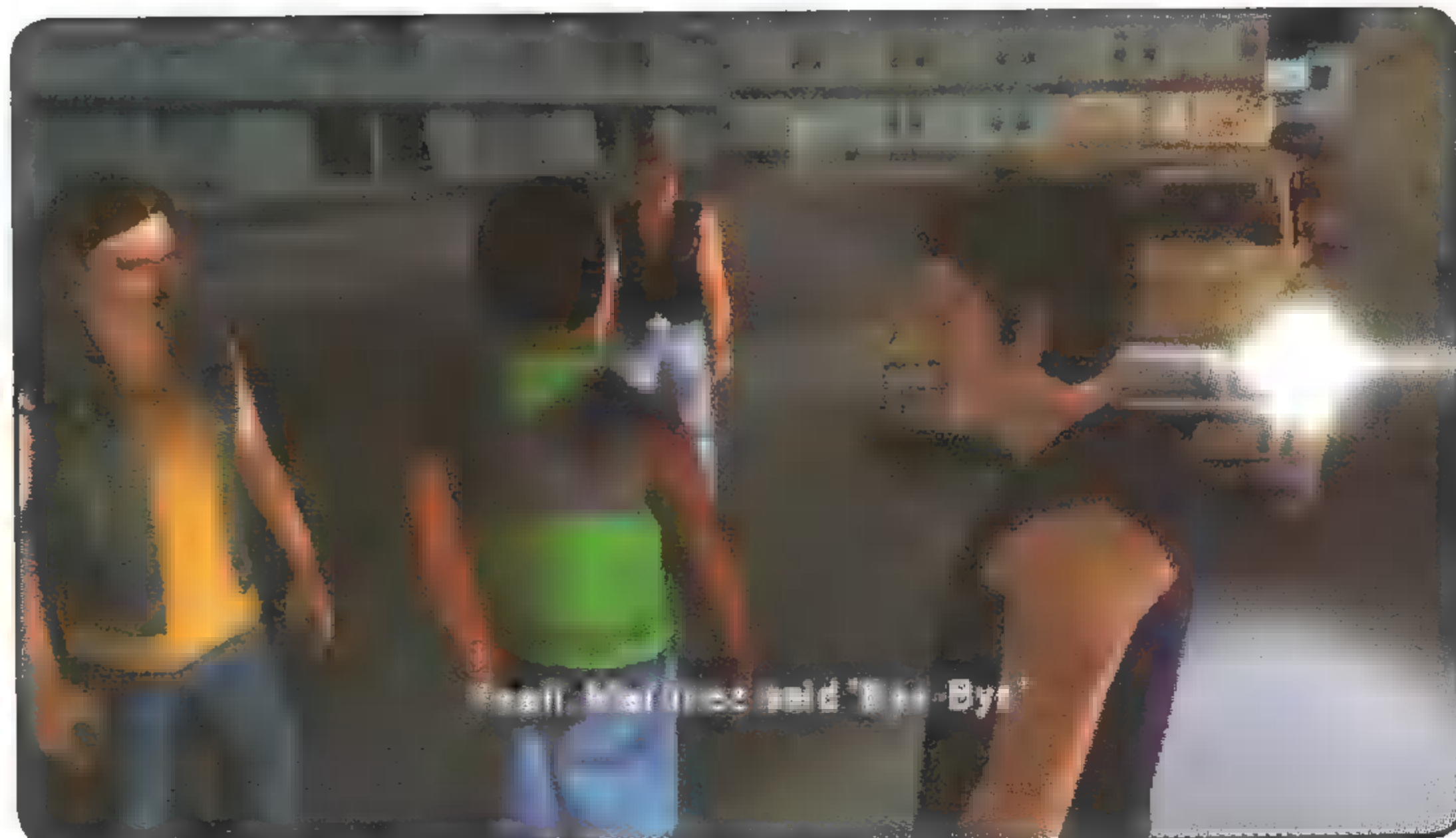
## DRIVE PHIL'S TRUCK TO THE LOCKUP.

Enter Phil's Walton (truck), which is full of explosive boomshine. The condition of the truck is tracked on a meter that appears on screen. If the truck is damaged out, the mission is failed. Follow the yellow clip on the radar to the lockup in Little Haiti. Find the narrow alley and pull into the yellow marker at the back of the warehouse.



## ELIMINATE ALL OF MARTINEZ'S MEN

Martinez's men ambush you when you arrive at the lockup. Three pull guns on Phil, who then jumps in the back of the pickup as two cars block the alley exits behind you. Defeat all of Martinez's men—begin by flooring it and plowing over a couple of the three foot soldiers.



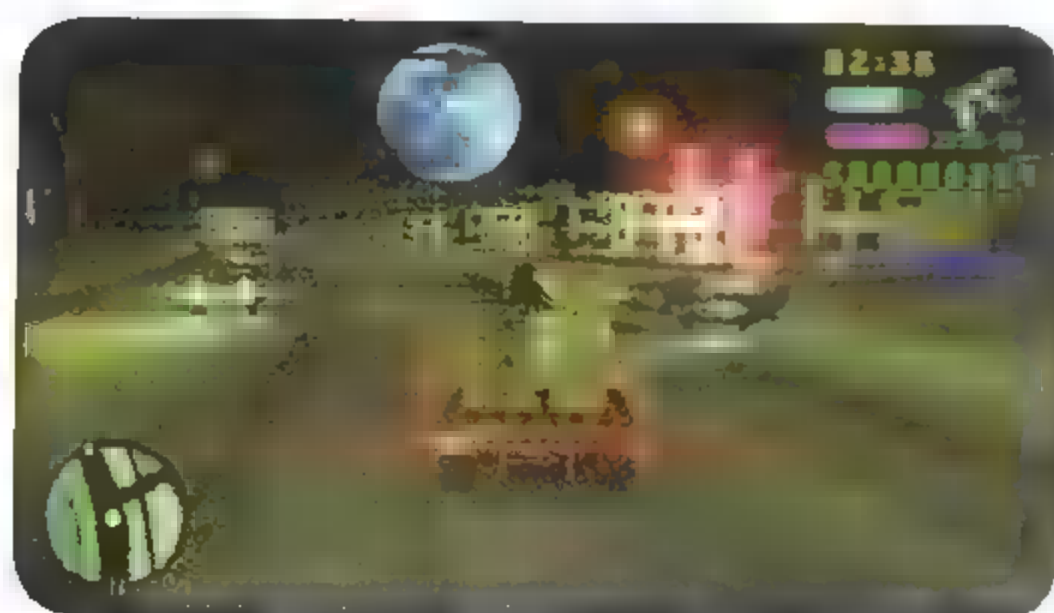


Don't put the truck in too much jeopardy. You'll notice that there's no health meter on screen for Phil, so he can usually handle the problem on his own if you point him in the right direction. You can help Phil gun down the enemy with drive-by shooting. Rush for the two cars parked in the alleyway exits. Blow away the enemy, then jump out and move one of the cars out of the way so you can drive Phil's truck through without taking damage.

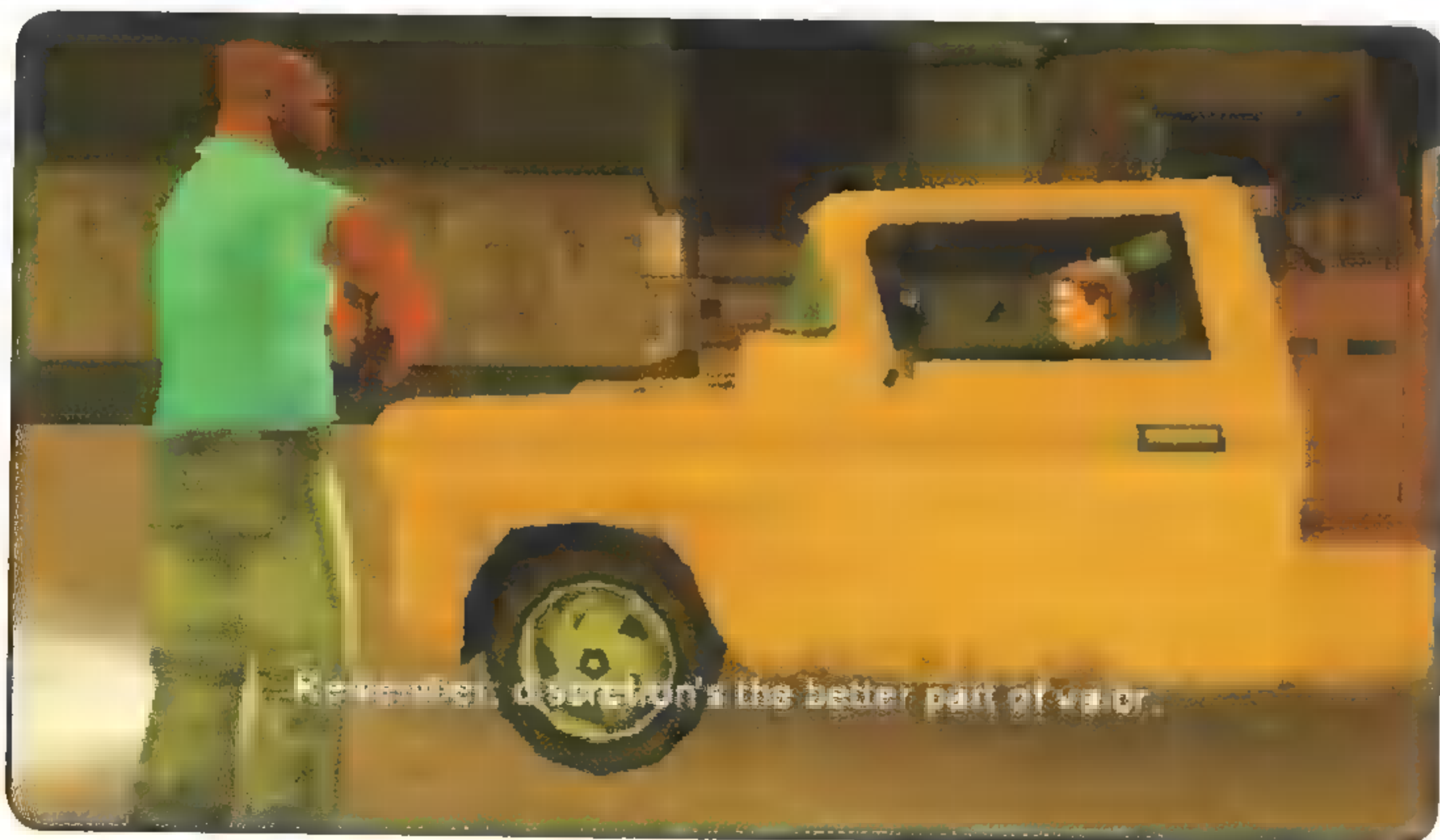


## GET PHIL AND HIS TRUCK BACK TO HIS PLACE

Head to the nearby Pay 'n' Spray if necessary. A couple of gang cars full of Martinez's men immediately attack you as you exit the alley. Phil tosses boomshine out of the back of the truck like grenades. Keep moving to avoid your own attack. If an enemy car gets ahead of you, Phil will target them as well, so you need to swerve to miss driving into an explosion.

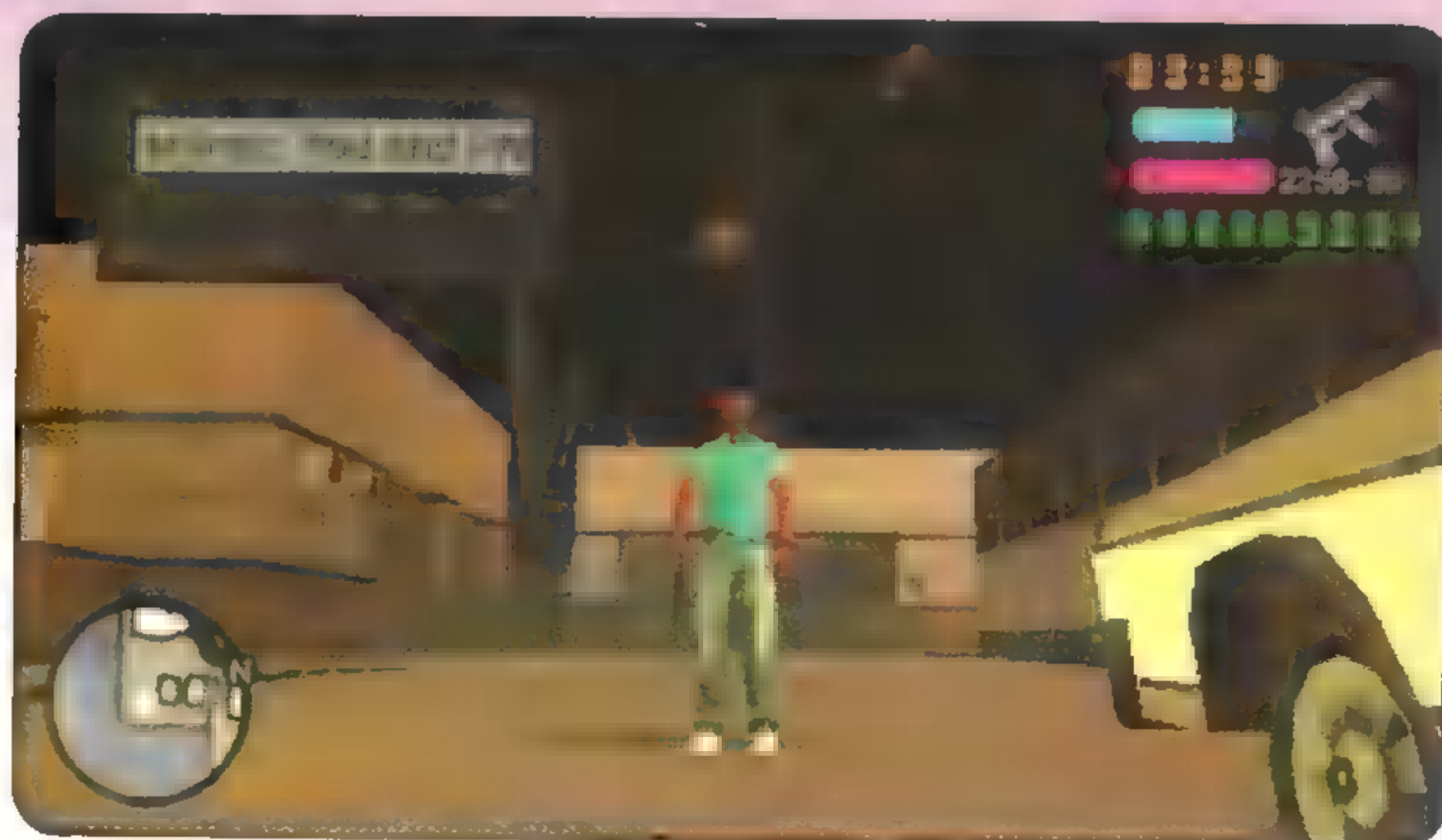


The enemy spawns in locations all along your path back to Phil's place, no matter what route you take. Just speed down the main drag along the shoreline and stay ahead of them so Phil can do his thing without having to throw boomshine ahead or beside your truck. Enter the marker at Phil's place as soon as you can to complete the mission.



## PAGER MESSAGE

After this mission, Martinez sends you a page. He quickly gets word of your escape from his ambush. He says you and Phil better leave town while you still can.



## PAGER MESSAGE

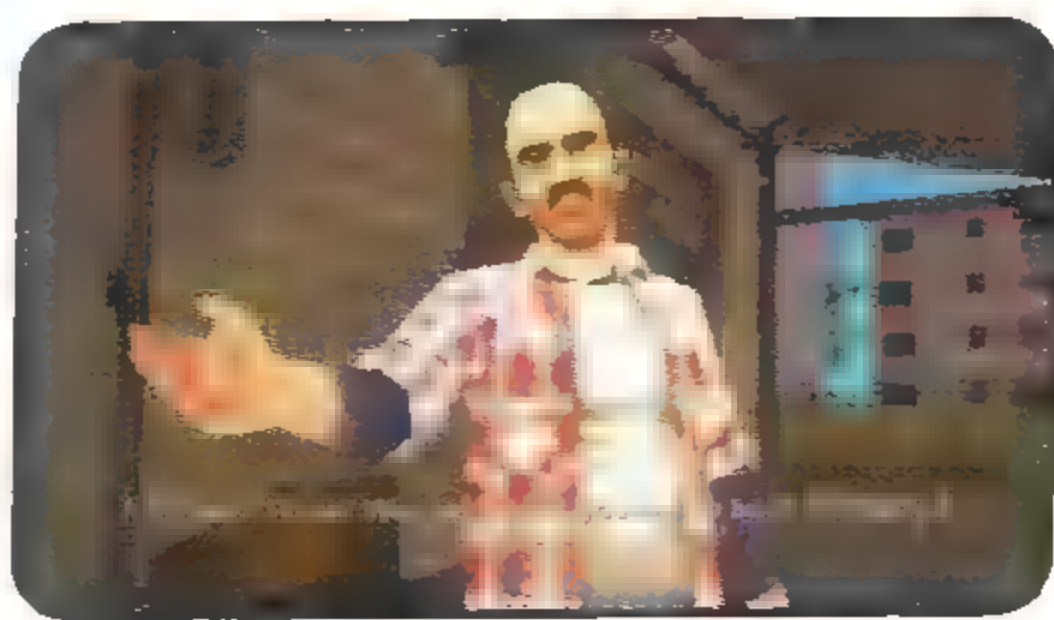
After Martinez's page, you receive a page from Louise. She says she's got trouble with Marty and wants your help. This reopens Louise Cassidy-Williams' mission strand.







## MARTY J. WILLIAMS



Marty and Louise Williams are in the trailer park near the future site of Sunshine Autos. Marty Williams' missions are a bit like beginner courses in running your own businesses of similar nature. When you start building your empire, you will use the fundamentals learned from Marty.

## SHAKEDOWN

### Overview:

You meet Phil's sister, Louise, for the first time—she's also Marty's wife. She cradles her baby and then covers off as Marty drives up. Marty thinks he's the hillbilly Scarface. He's got big plans and no one is going to get in the way. He's determined to get into every crime the city has going—though currently, his protection business is still small-time.



### Notes:

This mission strand is unlocked by completing Phil's mission, "Cholo Victory." The mission marker appears outside Marty's trailer in the trailer park west of your safe house. Find a hidden shotgun behind a nearby trailer (see our map for the exact location). Take this weapon each time you return to the trailer park. If Marty dies, his truck is destroyed, or the shopkeeper dies, then the mission is failed.



### Introduces:

Running a protection ring business.

### Objectives:

- Take Marty to the first shop.
- Enter the shop.
- Take out the goons smashing up the shop.
- Take Marty to the Cholo-owned site.
- Scare the owner by smashing up merchandise.
- Take out the Cholo defenders.

**Reward: \$500**

## TIPS

### TAKE MARTY TO THE SHOP

Hop in Phil's nearby Bobcat and allow Marty to enter. Follow the yellow blip to the shop in Viceport, then pull into the yellow marker outside the store. Marty wants you to enter the store by yourself and clear out the goons.



- A. START (MARTY'S PLACE)
- B. SHOP ("MAL VIENTO")
- C. CHOLOS STORE ("VERDI")





## DEFEAT THE GOONS OUTSIDE THE SHOP

First, you must clear the goons from the front of the Mal Viento Deli. Two unarmed, wife-beater-wearing goons advance as you approach. Blow 'em away with the shotgun found in the trailer park, then enter the deli.



## SMASH UP THE STOCK TO ASSURE THE OWNER

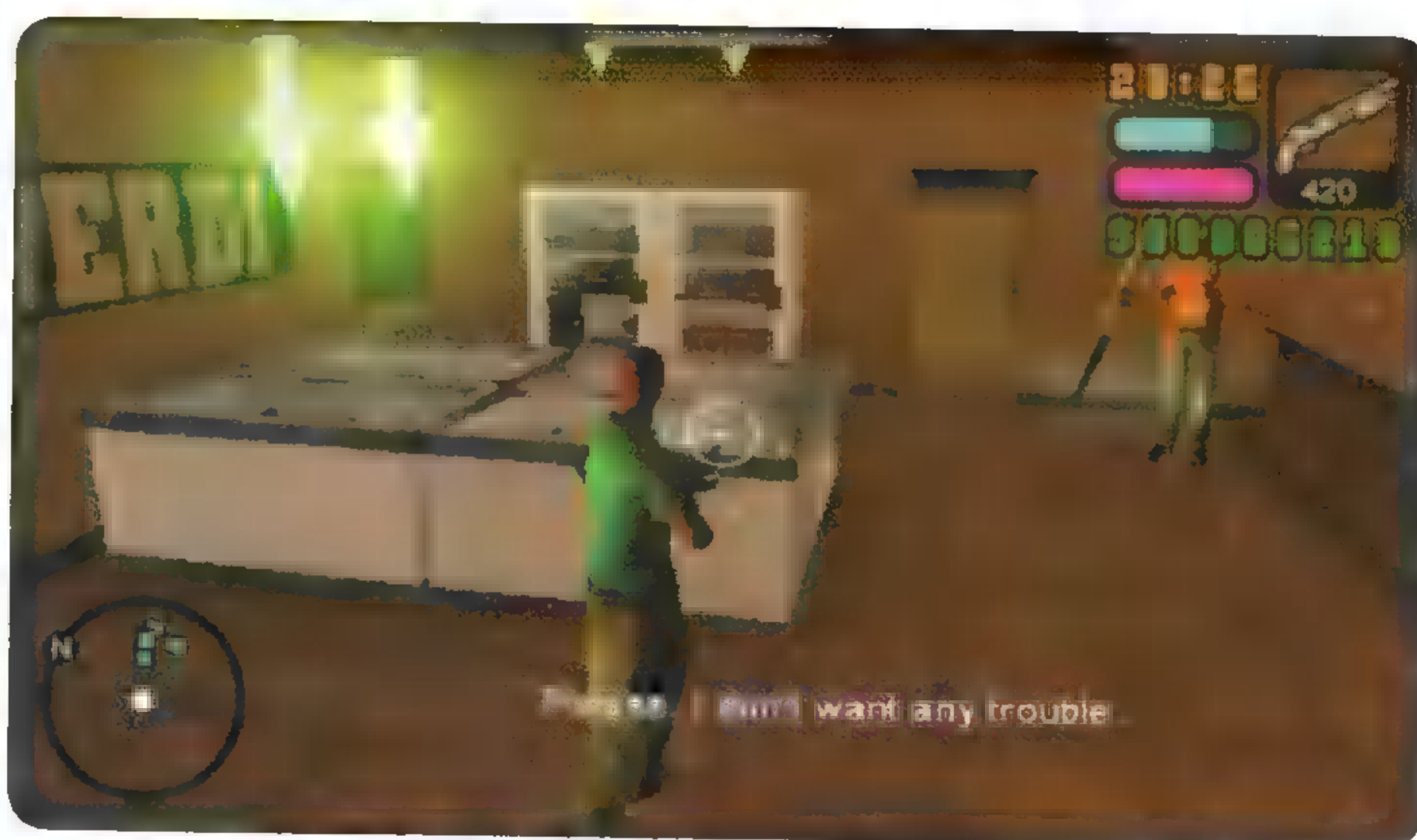


Items and registers inside the store appear with green arrows over them. Smash them up with a melee weapon. You can shoot the stock, but avoid harming the shopkeeper; if he dies, the mission is failed. While items

are being destroyed, two Cholos bust in an attempt to prevent you from taking over the store.

## DEFEAT THE CHOLOS PROTECTING THE STORE

Pivot toward the front door and blow away the two Cholo protectors. Again, keep the shopkeeper out of the gunplay. Sometimes the spread of the shotgun fire is too much for small areas like this, especially if you are trying to keep someone safe. Try using a submachine gun to solve this problem while still dishing out high caliber attacks. If you're quick enough to shoot the two goons when they're together, you can defeat the two Cholos with one shotgun blast.



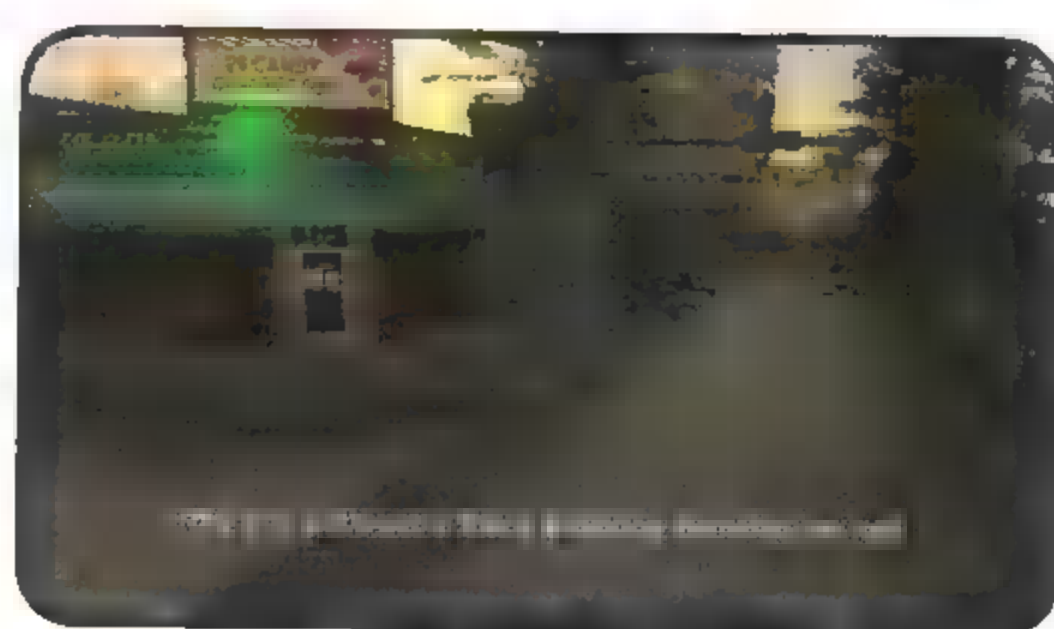
## STOP THE GOONS FROM SMASHING UP THE SHOP

With your shotgun still in hand, target and shoot the two bat-wielding goons inside. Avoid harming the shopkeeper in this attack. After clearing the store of hoodlums, Marty enters and raises the shopkeeper's protection charge.



## GO TO THE CHOLOS' STORE

Marty's gets the idea to take over the protection of the store that those defeated Cholos protected. You have a single badge Wanted Level, which will fade over time. Don't do anything to further aggravate this level as you follow the yellow blip to the Cholos' store, then enter the yellow marker outside Verdi.







## BEAR THE REPO

### Overview:

Upon entering Marty's home, you catch Louise in her exercise tights, working off the baby fat with some step aerobics. Marty enters the home and lays into her. They fight until Louise takes the baby and heads for her sister's place. You and Marty leave to collect on some debts.



### Notes:

Phil has tried to like Marty, even though Marty has never extended him the same courtesy. Both men have worked for Martinez—although Phil has only done so on a freelance basis; Marty is Martinez' main man.

### Introduces:

Running a loan shark business.

### Objectives:

- Take Marty to his lockup.
- Reclaim the two vehicles from the guys who have stopped making payments on their loans.
- Damage the second vehicle to force the driver out.
- Take the second vehicle to Pay 'n' Spray and then to Marty's lockup.
- Recover the van and return it to the lockup without losing the cargo.

**Reward: \$500**

A. START (MARTY'S PLACE)

B. MARTY'S LOCKUP

C. FIRST CAR (PARKED)

D. SECOND CAR (STARTING POSITION)

BLUE LINE: SECOND CAR'S ROUTE

E. PAY 'N' SPRAY

F. DELIVERY VAN (PARKED)



## TIPS

### MARTY'S LOCKUP

Get into a vehicle and take Marty to his lockup—just a short drive north up the street. Stop into the yellow marker. He challenges you to repossess a list of his items from customers not paying loans. The first item is a car.



### REPOSSESS THE CAR

Follow the blue blip to locate the car. The first car is owned by a neighbor of yours who lives in the last apartment to the south of your apartment. The vehicle is parked and empty with the owner crouched beside it. Run up to the driver's side and get in the vehicle, then peel out backwards and make a sharp turn onto the street behind you to prevent the owner from pulling you out of the vehicle. Follow the yellow blip on the radar back to the lockup.



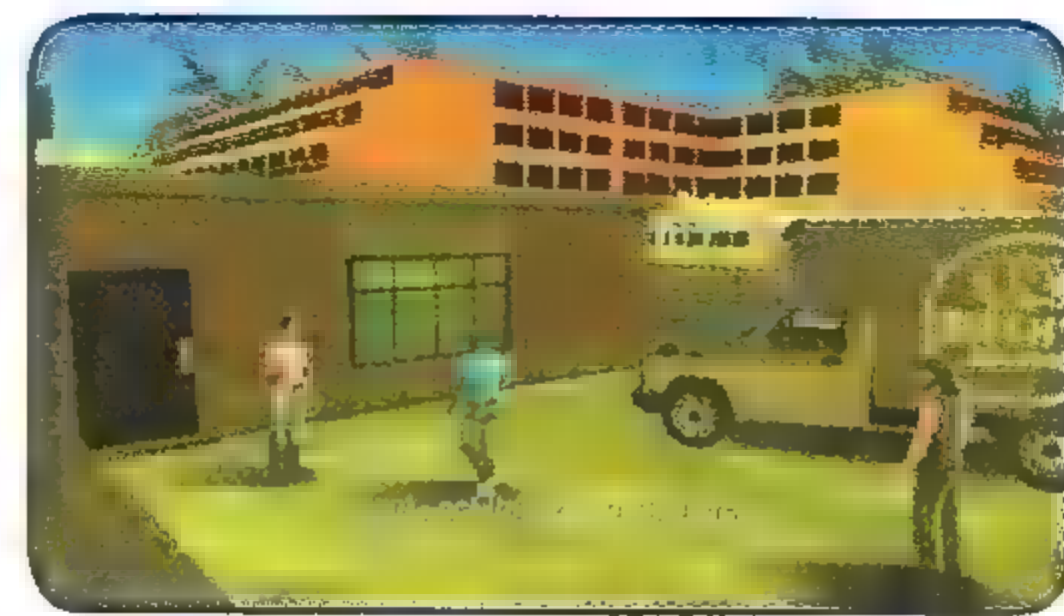


## TRACK DOWN AND RECOVER THE SECOND CAR

Follow the blue blip on the map to the second car, which is located to the north in Little Havana. This car is moving and must be stopped. Damage the vehicle enough to scare the driver out, but don't destroy it. Use drive-bys or ram the vehicle. Jack the vehicle when the driver flees, then take it to a nearby Pay 'n' Spray. Follow the yellow blip back to Marty's lockup.



Avoid hitting objects to keep all the cargo from falling out the open tailgate. If the cops are difficult to deal with, stop by the shoreline Pay 'n' Spray. Otherwise, follow the quickest route to the yellow blip to Marty's lockup. Pull into the yellow marker to complete the mission.



## INTERCEPT THE DELIVERY VAN

The target vehicle appears in Little Haiti. Park in front of the car to block it while you jack it. Sprint to the passenger's side to avoid the two thugs on the driver's side. Or, shoot them as soon as you get out of your car to avoid the possibility of them pulling you out of the truck. Either way, you accrue a two-badge Wanted Level. Take off and steer around your car, blocking the truck quickly to avoid being pulled out of the delivery van.



## PIGIER MESSAGE

After completing this mission, Louise pages you. She asks you to come by her sister's if you have time. She took the baby and left Marty. This opens the Louise Cassidy-Williams mission strand.



## WAKING UP THE NEIGHBORS

### Overview:

Marty finds out that the Cholos are trying to muscle in on his repo business. He wants you to destroy three Cholos repossession vehicles with grenades he supplies.

### Notes:

This mission always starts at 3:00am. All three vehicles must be destroyed before the Cholos go to work at 9:30am. The mission is failed if you do not destroy the three target vehicles in the time allotted.

### Introduces:

Running a car theft ring.

### Objectives:

- ▶ Destroy three repossession vehicles in the time allotted.

**Reward: \$500**



- A. START (MARTY'S PLACE)
- B. CHOLO VAN 1
- C. CHOLO VAN 2
- D. CHOLO VAN 3

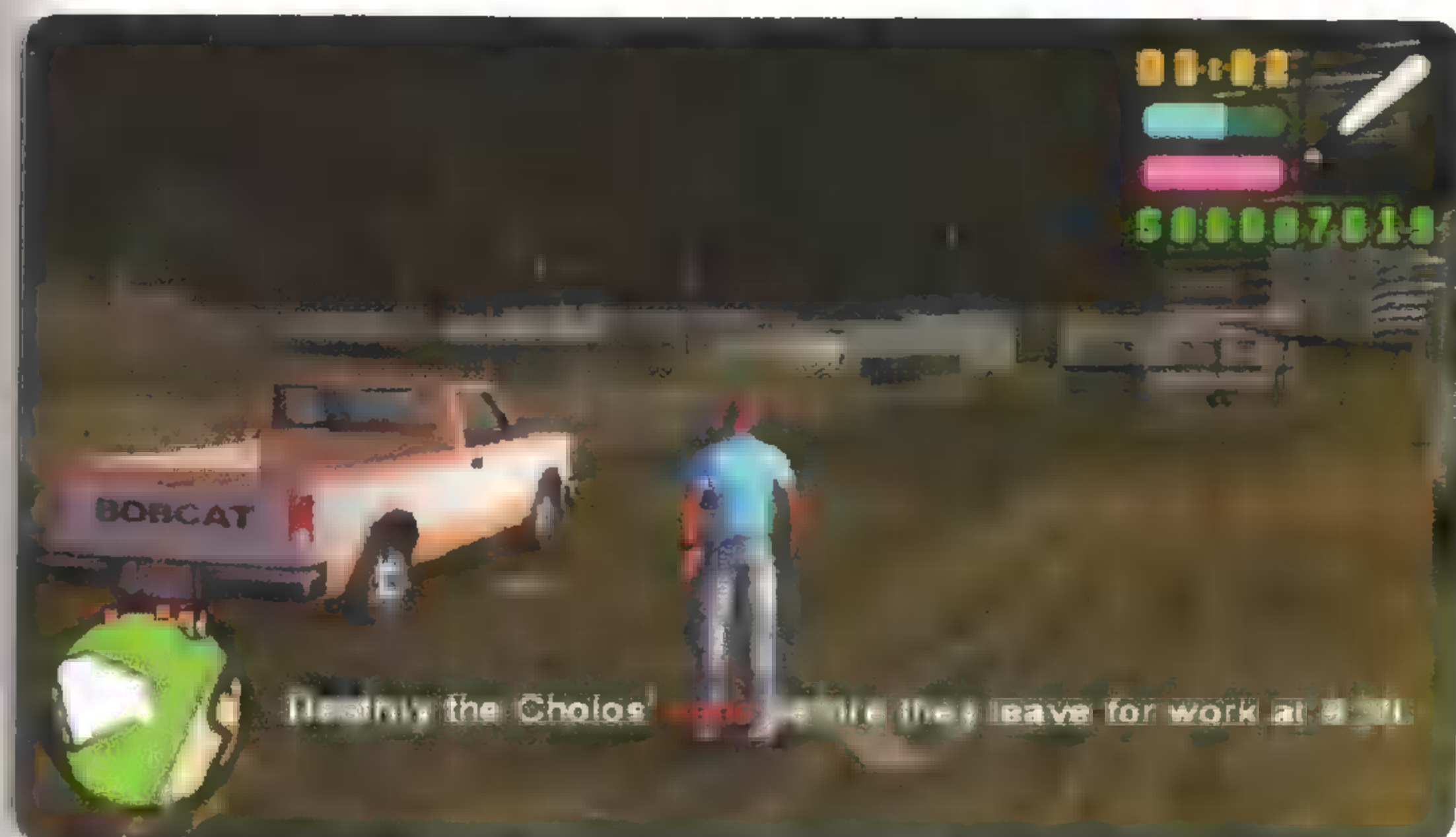




TIPS

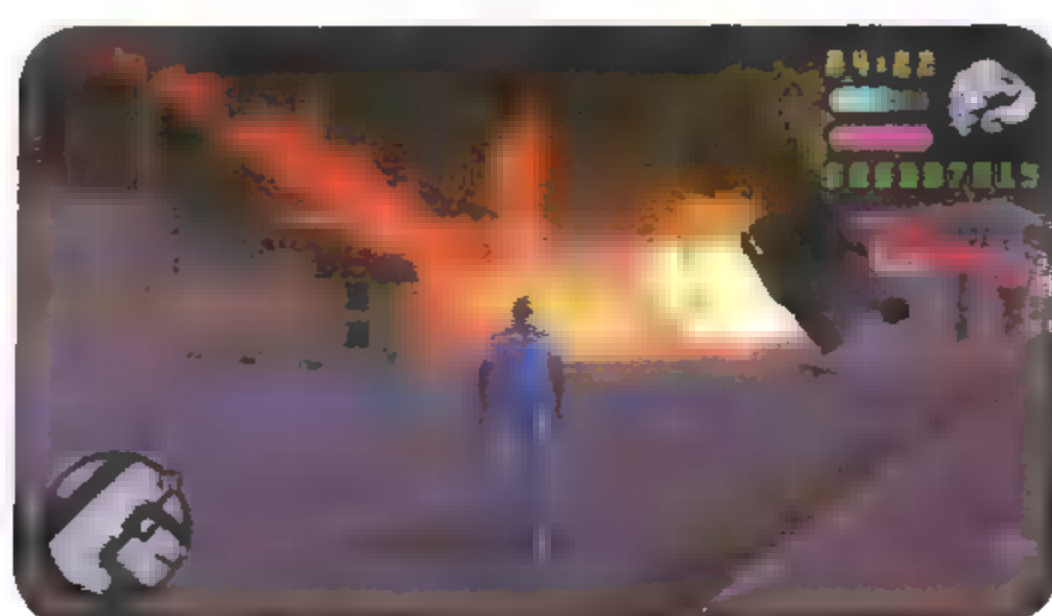
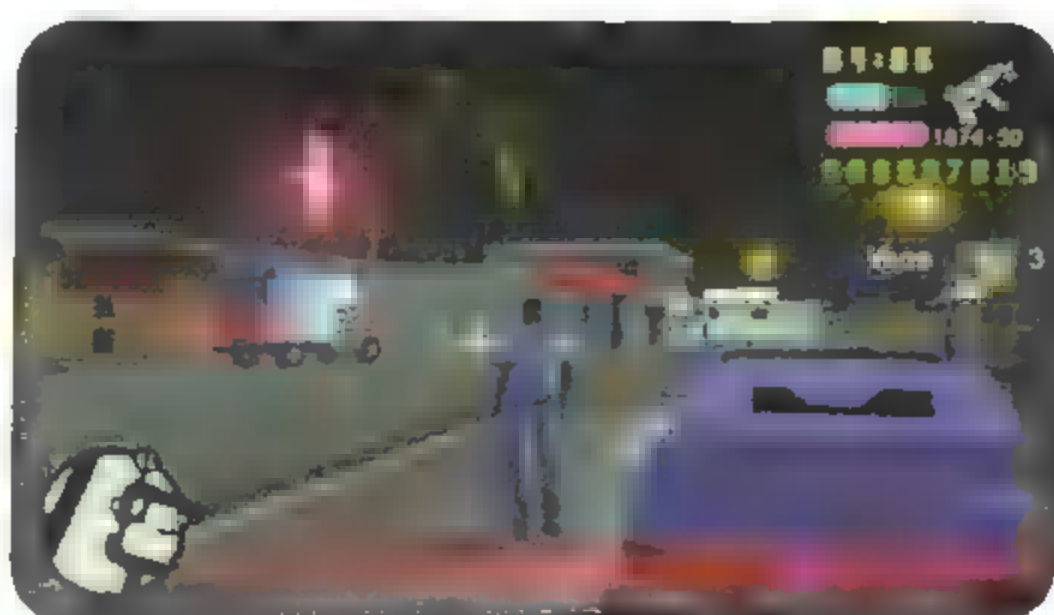
## DESTROY THE CHOLOS' CARS BEFORE 9:30AM.

Take the grenades that appear near the pickup truck. Press **○** to throw them. Holding it longer increases the distance of your toss. If you run out of grenades, more spawn in this same location, although you cannot afford the time it takes to return to Marty's to get them.



## WESTERN LITTLE HAVANA VAN

Access the map to locate the three target vehicles. Look for the red blip in Little Haiti and the two in Little Havana. Head to the closest blip in Little Havana—the westernmost blip. When you arrive, you'll spot a delivery van with a large arrow over it. A couple of Cholos in front of the van shoot on sight if you attack first, or if you damage the van. If you don't defeat them, they run to the nearest repossession van and warn the guards—then these guards will attack on sight. If you throw a lot of grenades and make a lot of noise, nearby Cholos will also come to help protect the van.



The best way to deal with all of this is to just run over the Cholos—it's quick and relatively quiet. Plus, your vehicle offers temporary protection from their bullets. Exit your vehicle, then toss a grenade at the ground near the van and run. Jump back into your ride and head to the eastern Little Haiti blip.

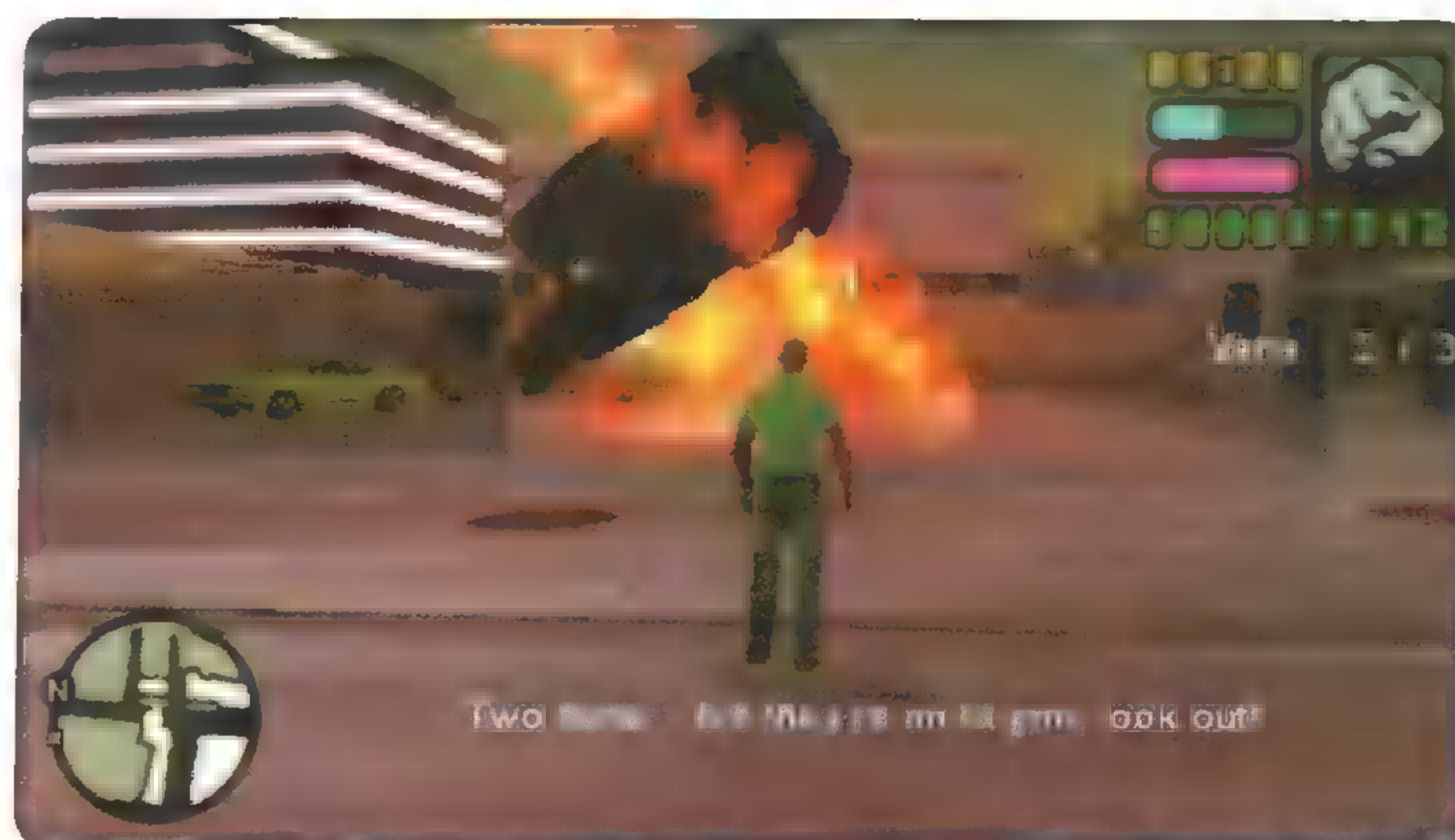
## EASTERN LITTLE HAITI VAN



Use the same tactics to destroy this van as you did at the previous one. Afterward, a Cholo gang car aggressively chases you. There's a driver and a passenger using drive-by attacks. At this point, any Cholo

on the street attacks at the very sight of you. The word is out.

If you slow down or stop near the attacking vehicle, the gunman will get out and attack on foot. Knowing this is a good way to get rid of them. Swing the car sideways to a stop and wait for the gunman to approach on foot, then drive-by shoot him. This is easier than damaging out the car while being shot at. Next, take out the driver with your own drive-by attacks. Follow the blip to the final van in Little Haiti.



## LITTLE HAITI VAN

The last van to destroy will be a bigger challenge if you don't get rid of the pursuing Cholo gang car. Take them out before you get near the final battleground. Don't get out of your car until you've run down all gunmen in the area, unless your vehicle is burning. Once out of the car, keep moving to avoid gunfire. Find cover in nearby alleys if you're under heavy fire and shoot back from behind cover. When things calm down, destroy the final van with a grenade.





## O, BROTHEL, WHERE ART THOU?

### Overview:

Marty wants to diversify his business interests. He knows of a place on his turf where a few pimps are operating. They even have a makeshift brothel. He wants to run them out of business and take over their premises.

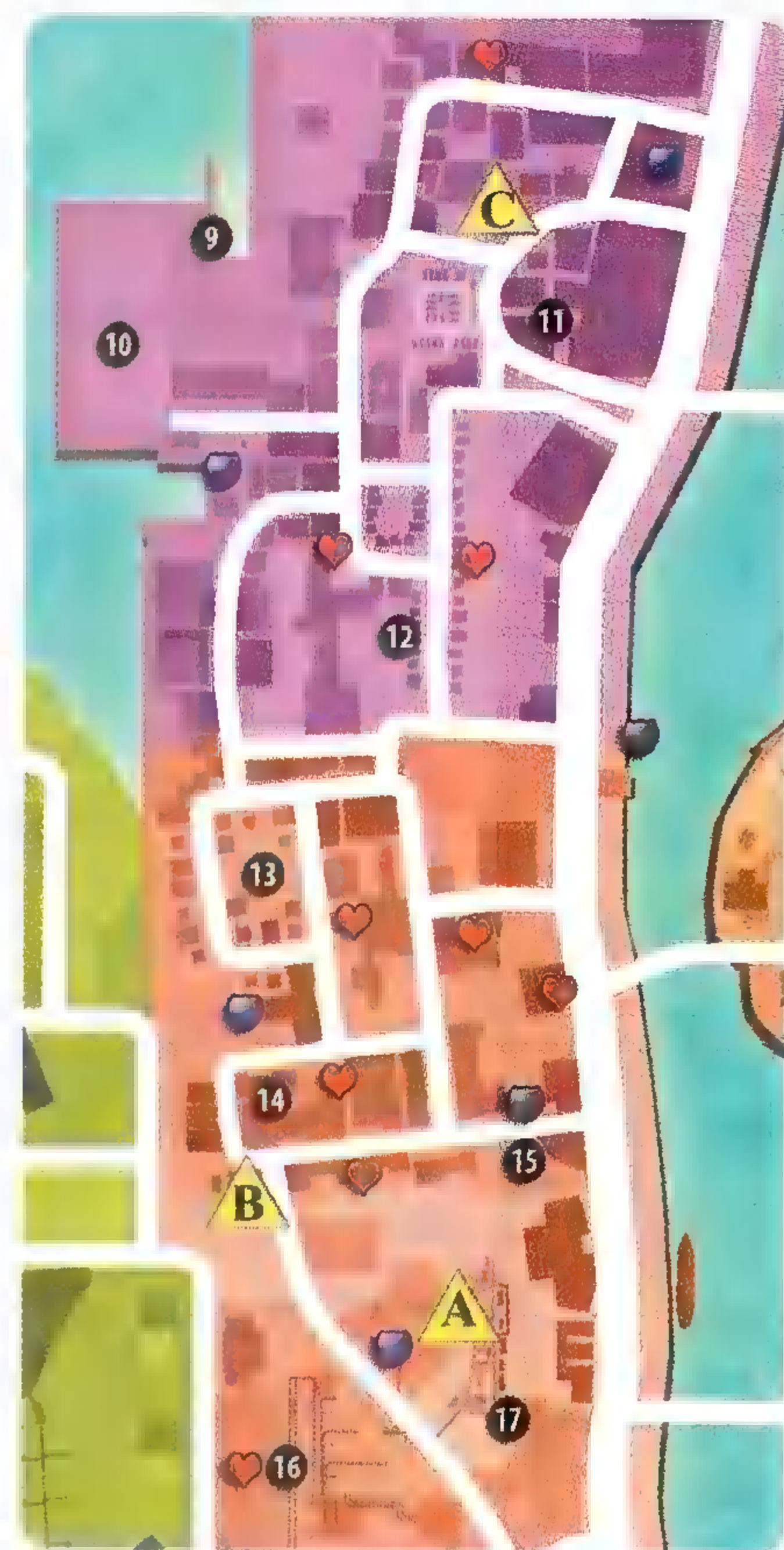
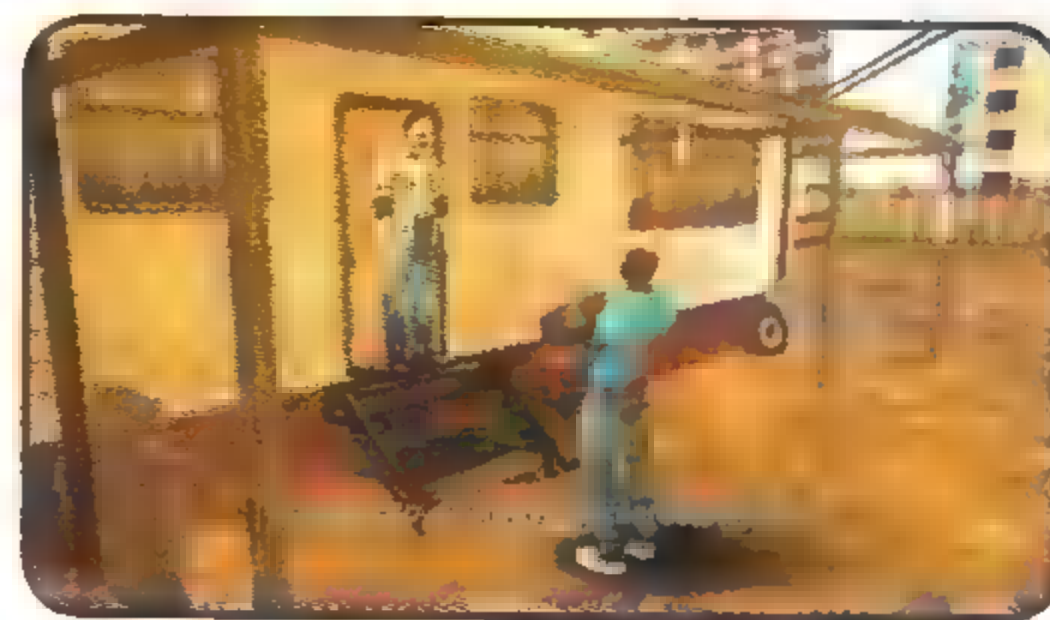
### Introduces:

Running prostitution ring and purchasing empire sites.

### Objectives:

- Head over to Stonewall J's and pick up the shotgun Marty's picked out for you.
- Go to the brothel.
- Destroy the Cholo car.
- Defeat the gang members.
- Take out the remaining guys inside and smash up the stuff.
- Exit the business.

**Reward: \$700**



A. START (MARTY'S PLACE)

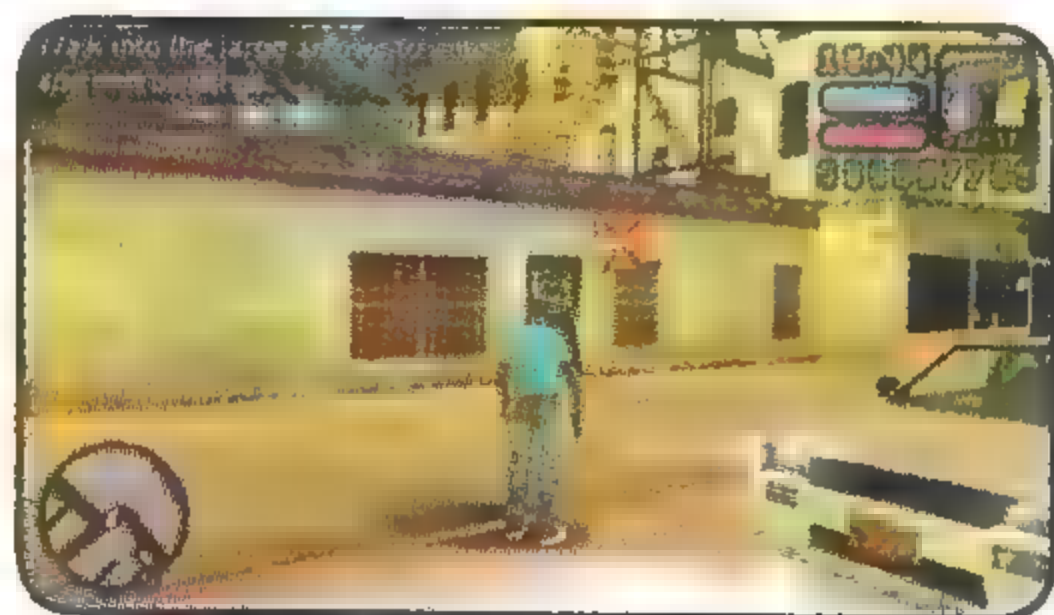
B. STONEWALL J'S

C. BROTHEL

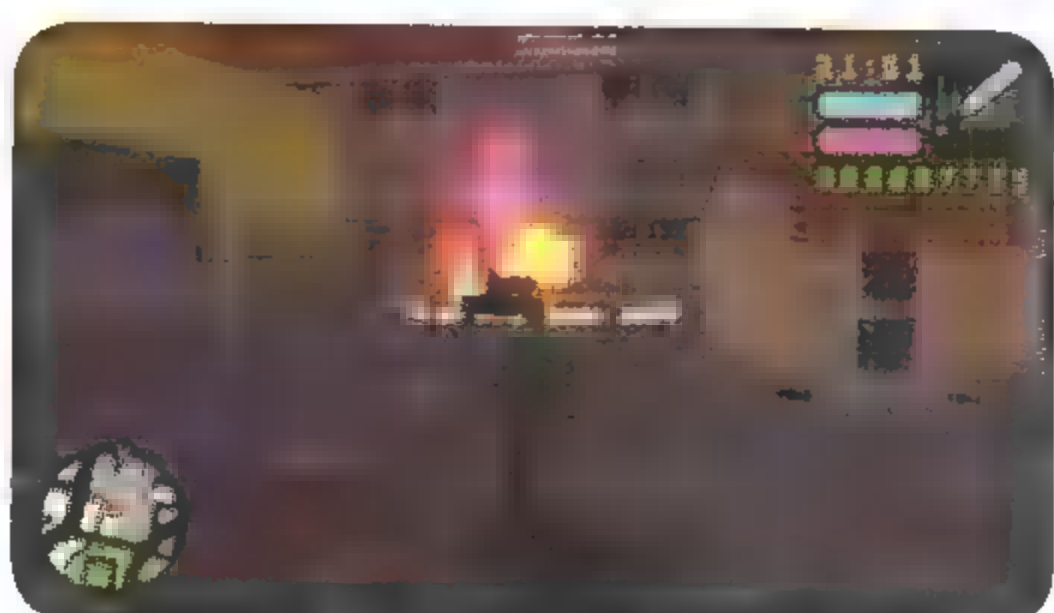
## TIPS

### STONEWALL J'S

Follow the yellow blip to Stonewall J's, a nearby gun shop. Step in the yellow marker inside and take the complimentary shotgun that Marty's arranged for you, then leave the gun shop and head to his brothel. A confederate flag appears on the map to help you find this place again.



### GO TO THE BROTHEL



Follow the yellow blip to the brothel in Little Haiti. Pull into the yellow marker outside the small construction trailer office. To trigger an attack on a business, you must first destroy the gang vehicle that's parked outside.

### DESTROY THE GANG CAR TO TRIGGER AN ATTACK

Throw a grenade at the Cholo gang car with the pink arrow over it, or pull up to it and perform a drive-by on it and then back up when it burns. A third option is to just get out and shoot it. Whichever method you choose, a handful of gang members inside the business come out and attack once the car is destroyed. Run over them to avoid their bullets and drive-by shoot the ones that are difficult to get under your tires. Once they're out of the way, enter the business with a weapon drawn—preferably the shotgun.

In a more secure business, it's better to have a long-range weapon like an AK47 or M16 and attack the mob from a safe distance; a vehicle will not withstand the attack from a large angry mob.

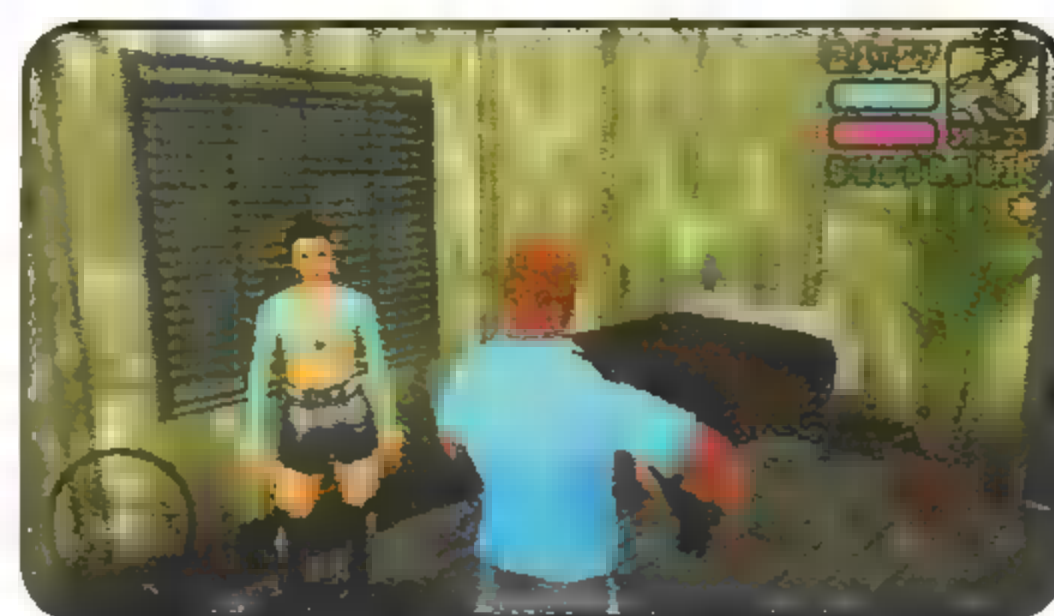






## CLEAR THE BUSINESS INTERIOR OF ASSETS AND GANG MEMBERS

Inside, target and shoot the single gang member, then head into the bedroom and shoot up the business's asset. No, not the prostitute. Shoot the bed with the green arrow over it until it is destroyed, then go back outside.



## BUSINESS LESSON

After successfully attacking a rival's site, it becomes available for purchase. You can buy a site by standing near the "For Sale" sign and pressing the Up button. However, you cannot purchase *this* site... because Marty is.

For more information on running an empire, check out our *Empire Guide* chapter.



## GOT PROTECTION?

### Overview:

Marty has learned that the Cholos are attacking his prostitutes and he asks you to stop them.

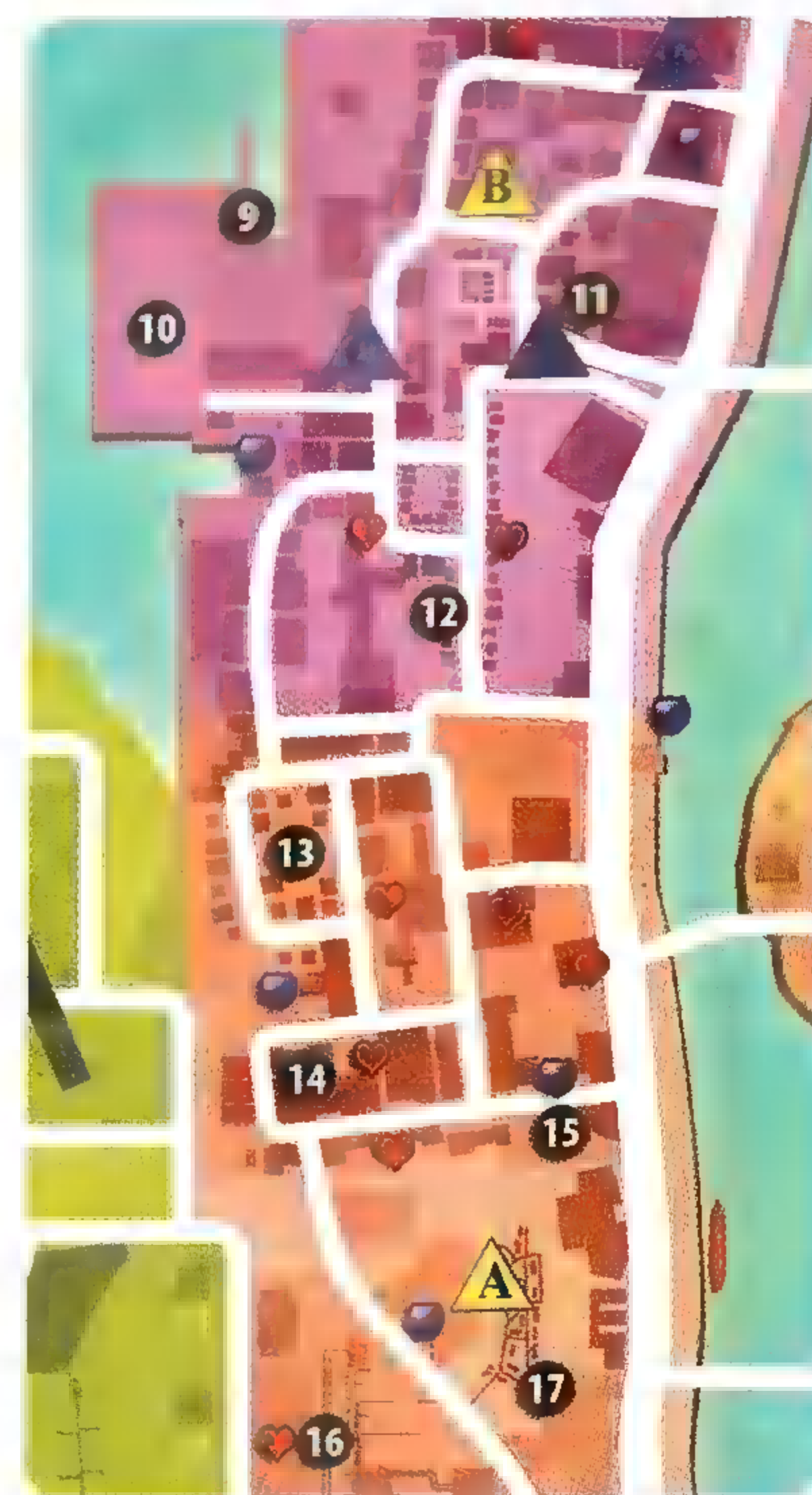
### Notes:

The mission is failed if any of the girls die during the course of the mission.

### Objectives:

- Drive Marty's car to the brothel in Little Haiti.
- Get a car that seats four and pick up three girls.
- Take the girls back to the brothel.

**Reward: \$500**



- |                          |           |
|--------------------------|-----------|
| A. START (MARTY'S PLACE) | D. GIRL 2 |
| B. MARTY'S BROTHEL       | E. GIRL 3 |
| C. GIRL 1                |           |

## TIPS

### MARTY'S BROTHEL

Follow the yellow blip to Marty's brothel in Little Haiti—the one you just took over for him. When you pull into the yellow marker outside the brothel, a Cholo gang car drives by and shoots up Marty's pimp car in a business takeover attempt.



### GET A VEHICLE WITH FOUR SEATS



You can find a vehicle with four seats across the street from the brothel. Use it to drive to the three girls, all in Little Haiti. Blue blips on the radar represent the girls you must pick up.



## PICK UP THE THREE GIRLS

The moment you enter a four-door vehicle, the hooker health meter appears on screen. The three girls you need to pick up are currently under attack. This health meter steadily goes down until all the girls are safely inside your vehicle. If you don't get to them in time and the health bar completely drains, the mission is failed.



Each girl has been ambushed by a couple of Cholos, but these hookers are armed and currently holding off the attackers. You don't have to kill the Cholos at these locations, but it helps you protect the girls.



Once a girl is in the vehicle, she'll shoot from the windows at the enemy. If you happen to leave the vehicle, the girls will follow you on foot.



## TAKE ALL THREE GIRLS TO THE BROTHEL

More Cholos arrive and attack as you pick up more girls. One Cholo car is seen when you have one girl, two Cholo cars when you have two girls, and three Cholo gang cars when you have all three girls. If any of the girls die in the crossfire, the mission is failed. The firepower of all three girls in the car is so strong that you should keep moving and avoid the cars they're targeting; too many nearby explosions will damage-out your vehicle.



## Stop and Go

From the time you pick up the second girl until the end of the mission, the number and regularity of enemy gang cars is almost too much to handle. They come in like a non-stop missile attack. Try to brake just before they reach you to avoid the intended collision, then take off quickly as they pass you by. Your girls will destroy the cars in a hurry, so move quickly. Do this each time you see gang cars coming.

Once you have all the girls, take them back to the brothel. With three girls firing out of the vehicle with their high-powered arsenal, you only need to concentrate on driving and staying ahead of the attackers, while the hookers take care of the rest.







# LOUISE CASSIDY-WILLIAMS

## WHEN FUNDAY COMES

### Overview:

You meet Louise at her sister's apartment (just south of the Pay 'n' Spray). She lays her burdens on Vic and he responds with his own tales of woe. They decide they are too pathetic and need to get out and have some fun. Phil said there's a quad bike race in the trailer park. They decide to go together to let off steam.

### Introduces:

Quad Bikes.

### Objectives:

- Drive Louise to the trailer park.
- Win the quad bike race.

**Reward: \$500**



A. START (LOUISE'S PLACE)

B. QUAD BIKE RACE

## TIPS

### TRAILER PARK QUAD BIKE RACE

There is always a Perennial parked on the sidewalk outside Louise's sister's place. How convenient. Hop in the wagon and take Louise to the trailer park.



Pull into the yellow marker behind Louise's trailer to begin the quad bike race. Quad bikes are very bouncy, but handle great on rough terrain and slippery grass. It's mostly the bouncing, and you must quickly learn how to control that. The competition is not that tough, so you should use more caution than speed.



Handbrake sharply to the left as you pass through the checkpoint just beyond the hill. This helps to avoid overshooting the next checkpoint. Cross back over the road and ride along the fence on the left to line up for the next checkpoint.



You must go around the course twice and place first to win. You're up against Louise and two white trash competitors. Just beyond the second checkpoint, you must cross the paved road and drive up a grassy hill. Take

it slow to avoid launching the bike so far up into the air that you can't control the landing.

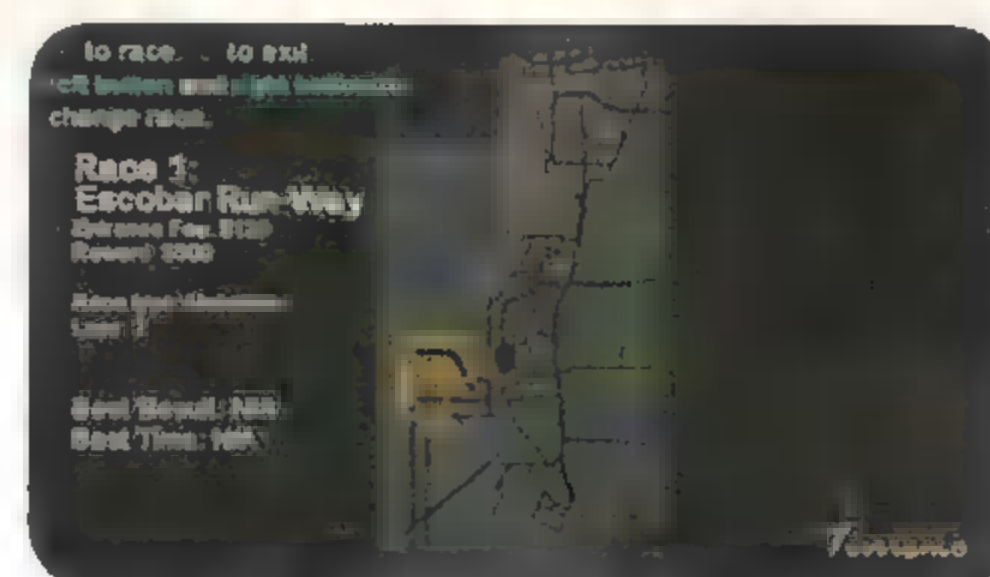


Cut to the left around the end of the fence and veer far into the dirt area to avoid driving in the trench. Hit the next checkpoint and whip left through the open gate to reach the next checkpoint. Race back toward the starting position for one more lap. After the race, Louise asks you to "call on her" sometime.



## SUNSHINE AUTO ITEMS & RACES

After completing this mission, new items become available for purchase at Sunshine Autos. Street races also begin there. Sunshine Autos is just north of the trailer park, next to the construction site that will be the new Sunshine Autos that you may remember from Grand Theft Auto: Vice City. Walk into the "lock" icon to purchase the quad bike if you wish.



## TAKIN' OUT THE WHITE TRASH

### Overview:

You walk in on Louise just as she's hanging up the phone on Marty. She's in tears because she left some of her stuff at his place. You tell her you'll escort her there to reclaim the belongings.



### Notes:

This mission is made much easier if you fight with melee weapons and not firearms. Make sure you have full Health and Armor before heading to the trailer park.

### Introduces:

Restraint.

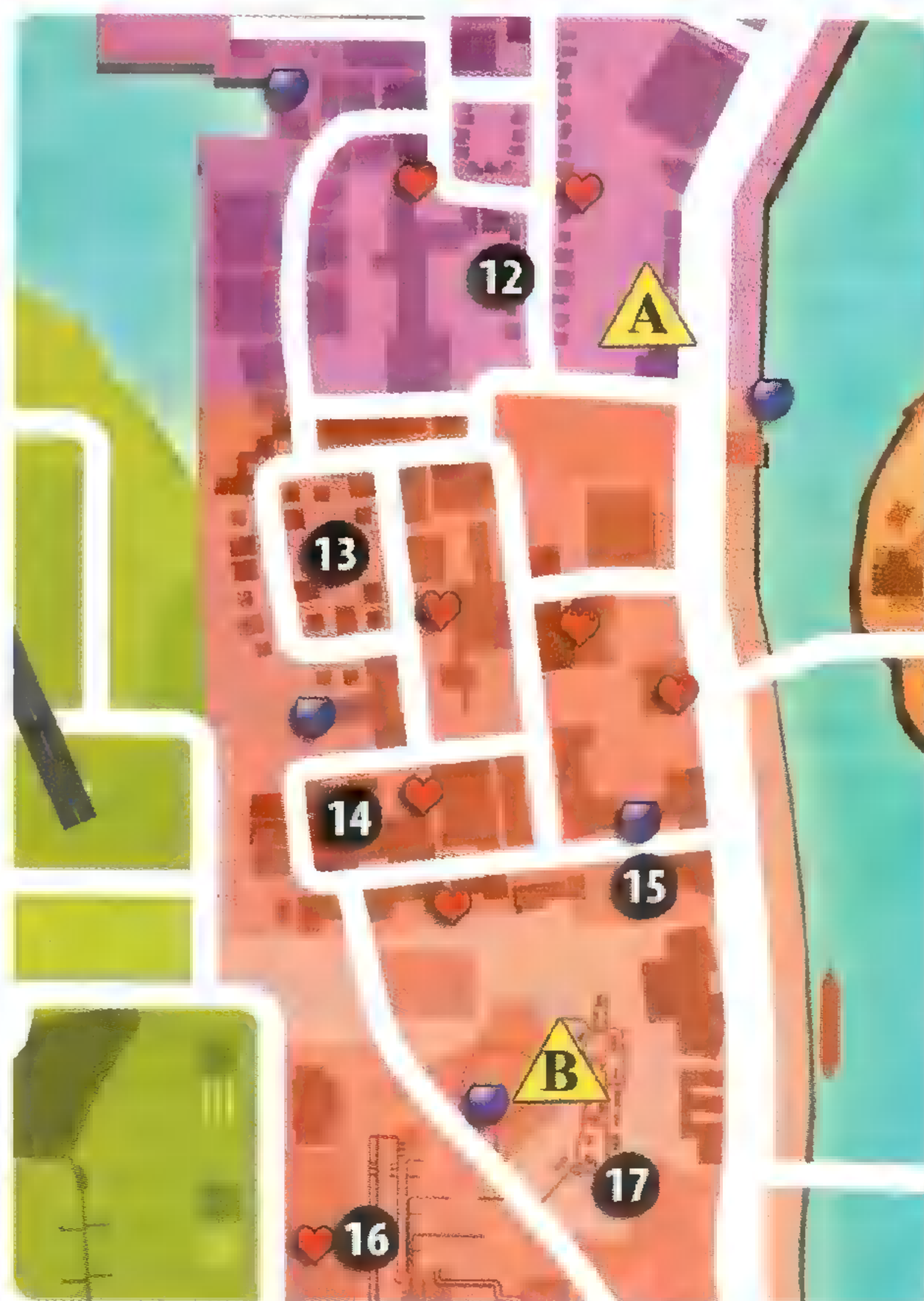
### Objectives:

- ▶ Drive Louise to the trailer park.
- ▶ Defeat the hillbilly ambushers.
- ▶ Take Louise back to her sister's apartment.

**Reward: \$200**

A. START/FINISH (LOUISE'S PLACE)

B. MARTY'S TRAILER





## TIPS

### BACK TO THE TRAILER PARK

Take Louise back to the trailer park. If you don't have a car, take the Perennial on the sidewalk. Pull into the yellow marker near Louise's old place.



### TAKE OUT THE TRASH WITHOUT USING GUNS

The neighbors get protective when you arrive at Louise's old place. They accuse you guys of cheating in the quad bike race and also say that Marty told them to "turn her out" if they ever see Louise around here.




### A MELEE BATTLE



The battle begins with the four hillbillies. One is armed with a baseball bat. Both you and Louise find bats in your hands. Louise's health does not appear on screen, but the mission is failed if she's killed. This is why

it's imperative that you avoid using a firearm. Not only do you run the risk of shooting her, but also because the hillbillies return the gesture by whipping out their own boom-sticks if you use a gun. If that's how you roll, mission failure is just a few seconds away; they target Louise first.

Target individual hillbillies and go at them non-stop with the bat until their health is drained. You know they won't get up when the pink arrow over their heads is no longer there. Make sure to retarget once one is dead or you'll just continue to target the dead guy. Use the nearby (mission specific) Health power-up near Marty's trailer. If you have difficulty hitting because you keep getting hit, then block by pressing .



More hillbillies arrive as you defeat the first group. A couple in the last group are armed with machetes. Take one of these weapons and use it on the remaining opponents to finish them off quicker. If you have difficulty taking out the last couple of guys, it's safe to pull out a weapon and shoot them if you do it quickly. Once all of them have been dealt with, return Louise to her sister's apartment. Don't lollygag; Marty's kinfolk are looking for you. It's best to stay away from erratically driven pickup trucks along the way, but these rednecks are not hard to outrun.



## Pause in Louise's Missions

At this point, there are no more Louise missions until you complete Phil's "Marked Man" mission, which is now available.



## DIVORCE

**Overview:**

Marty is upset with Vic and uses Louise to get even with him, since he's under the impression that they're having an affair. When you arrive at Louise's sister's, you find her sister in a panic. She says Marty has taken Louise and is going to turn her out. He's going to force her to work at his brothel.

**Notes:**

This mission is not available until you complete Phil's mission, "Marked Man." The mission is failed if Louise is killed or if Marty gets to the brothel with her and you are nowhere in the vicinity. Once you're on your way to the new safe house, Louise will not exit the truck even if it's on fire.

**Introduces:**

New safe house.

**Objectives:**

- Escape from or kill two of Marty's goons near his home, then deal with two more near his caravan.
- Damage Marty's truck until he jumps out.
- Defeat Marty.
- Drive Louise back to your new safe house.

**Reward: Trailer Trash Outfit**

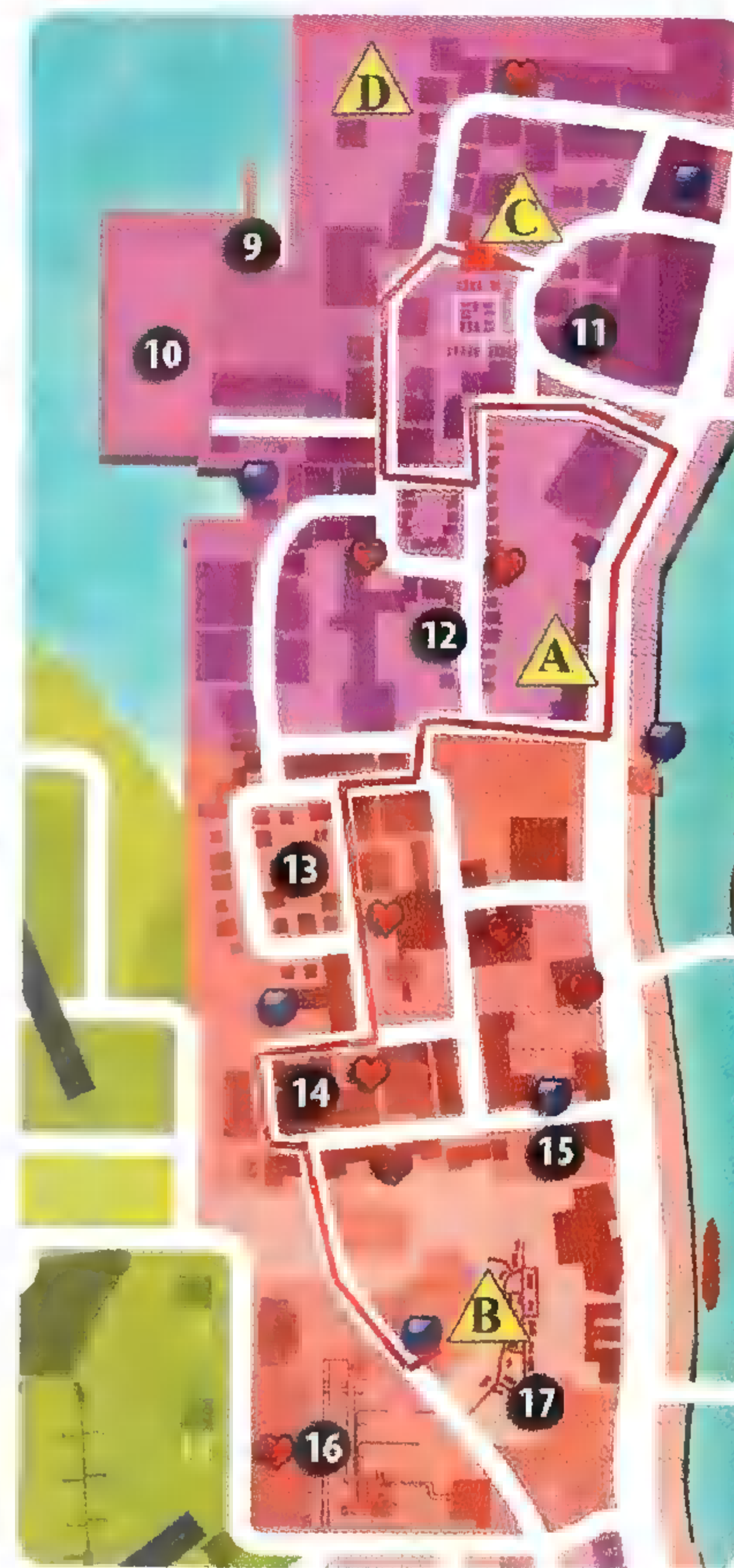
A. START (LOUISE'S PLACE)

B. MARTY'S TRAILER

C. MARTY'S BROTHEL

RED LINE: MARTY'S ROUTE TO BROTHEL

D. NEW SAFE HOUSE



## TIPS

## MEET LOUISE AT THE TRAILER PARK



After speaking with Louise's sister, head to the trailer park to find Louise. Enter the yellow marker near her trailer. You hear arguing inside. Marty intends to put his wife to work in his brothel. They enter his truck and

nearly run you down on their way out of the trailer park.



Follow the red blip on the radar to find Marty and Louise. Along the way, you meet resistance from some stubborn hillbillies in a pickup truck. Take them out using drive-by tactics before they make the next task more difficult.

## STOP MARTY BEFORE HE GETS LOUISE TO THE BROTHEL



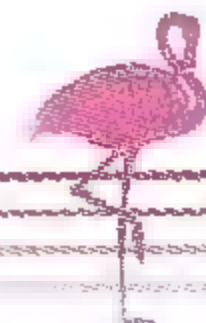
When control returns to you, a couple of neighbors get protective of their turf once again. You can either escape the fight or quickly gun them down. You must get in a vehicle quickly and pursue Marty and Louise. If

you head out the north end of the trailer park quickly enough, you can jump the mound into a back lot and turn left onto the next street to meet Marty head-on.



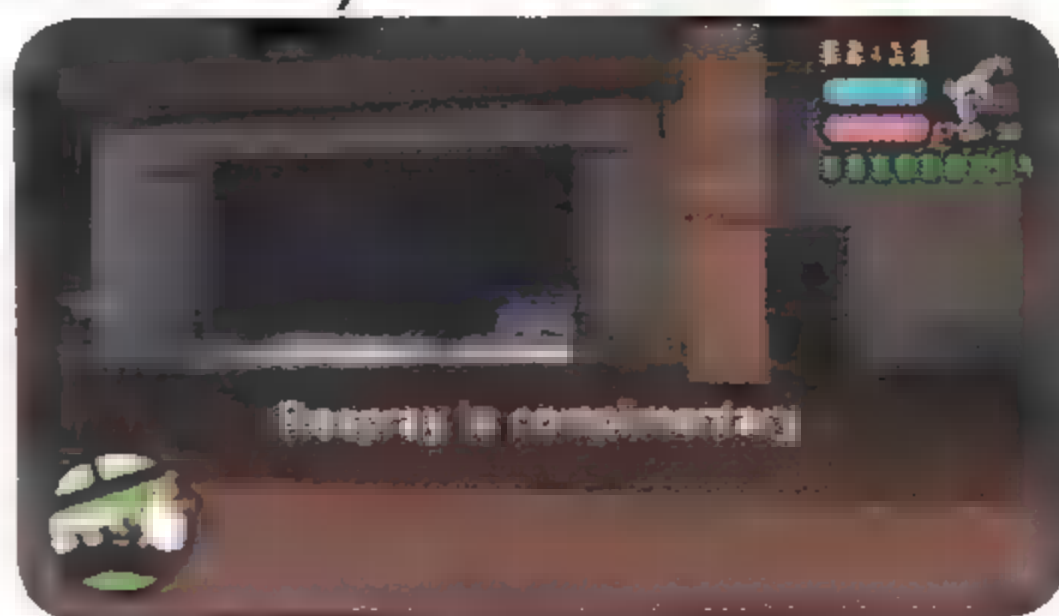
Marty's pickup appears with a pink arrow over it. Cause damage by ramming it or using drive-by attacks. Keep this up until Marty exits the vehicle (Louise remains inside the truck). You could also wait at the brothel until Marty arrives with Louise—use the marker on your radar to get there first. Defeat the two guards at the brothel and continue to wait for the Williams's to arrive. Marty exits the vehicle when he reaches the brothel. Run him over or shoot him down. Be careful, though; he's packing a shotgun.





## GET IN THE TRUCK AND GO TO THE SAFE HOUSE

Enter Marty's truck, where Louise is waiting. She's a little distraught that you killed her husband, but quickly gets over it. She knows his kin will come for blood, so it's important that you find a new safe house. If you received a Wanted Level during this ordeal, head to Pay 'n' Spray. Surprisingly, the paint job it is complimentary in this mission!

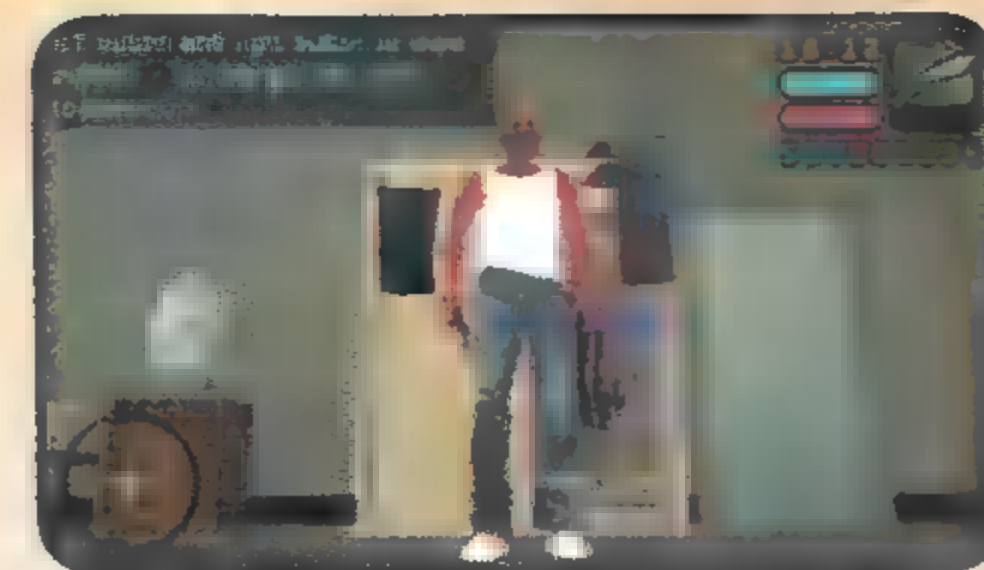


Follow the yellow blip on the radar to the compound in Little Haiti. Pull into the yellow marker in the secluded lot to complete the mission. This safe house is complete with all the amenities. Check out the large hangar on the lot; inside and above the doorway is a hidden Red Balloon. Pop it!



## TRAILER TRASH CLOTHES

Completing this mission unlocks the Trailer Trash Outfit. This includes a ratty pair of jeans and a wife-beater tank top.



## TO VICTOR, THE SPOILS

### Overview:

Louise is concerned for her baby's welfare and wants you to take over her late-husband's business to help them. You killed her husband; it's the least you could do. Doing this requires recruiting henchmen and eliminating the ones who remain loyal to Marty.



### Notes:

This mission is failed if Louise dies during the short period of time that she's in your car, or if both henchmen die before you recruit one of them.

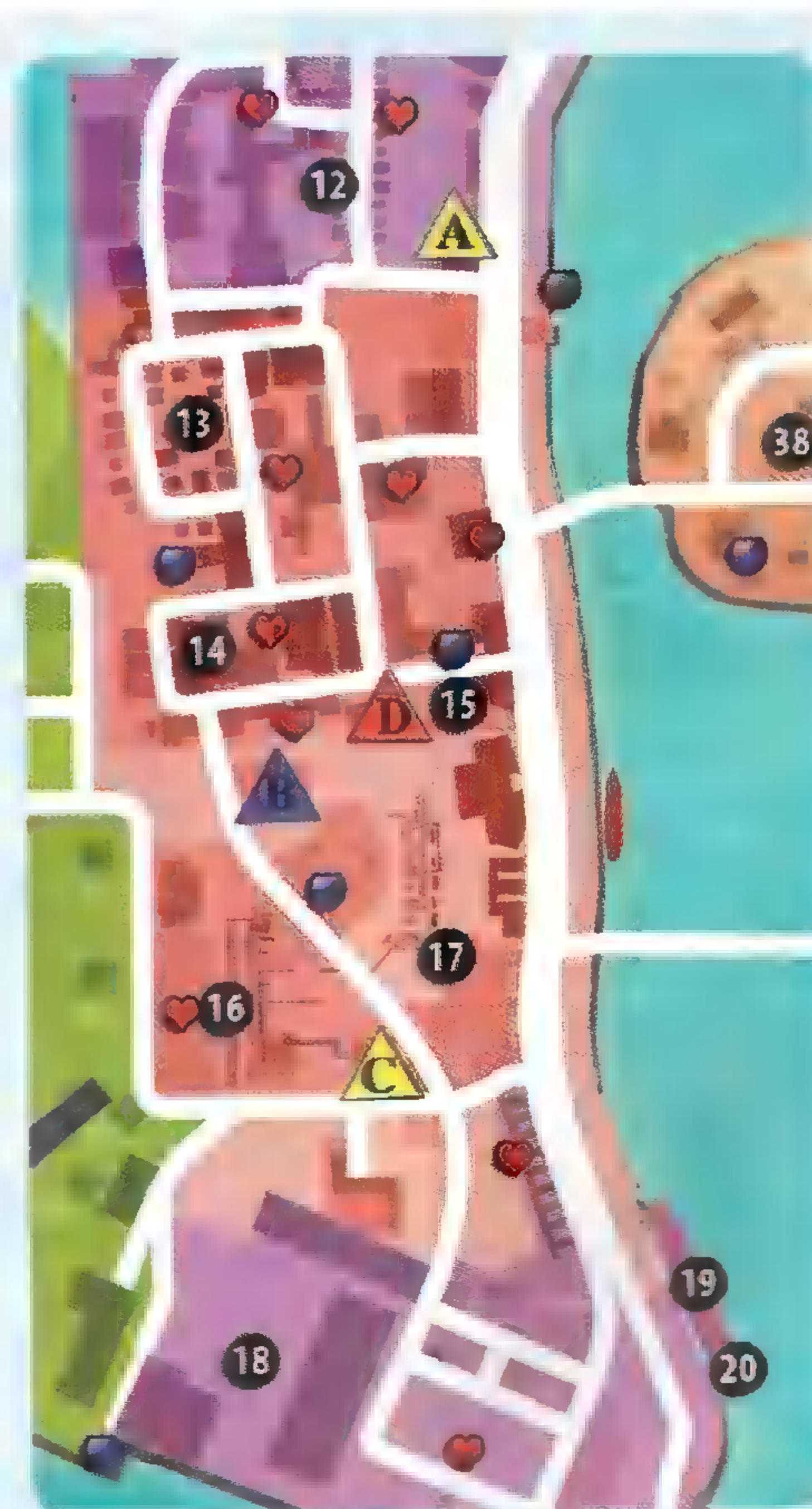
### Introduces:

Recruiting henchmen into a gang, empire sites, and empire missions.

### Objectives:

- Take Louise to meet a couple henchmen at Sunshine Autos.
- Recruit the henchmen into your gang.
- Take your gang and attack Marty's first business.
- Kill the enemies guarding Marty's second business.
- Kill the enemies inside the business.
- Head outside the business to complete the mission.

- A. START (LOUISE'S PLACE)
- B. SUNSHINE AUTO
- C. MARTY'S LOAN SHARK OFFICE
- D. REMNANTS OF PROTECTION RACKET



**Reward: \$1,500 + New Multiplayer Mode Content**

### TIPS

## TAKE LOUISE TO RECRUIT SOME MUSCLE

Get in a vehicle outside Louise's place and take her to the blue blip on the radar. This leads to Sunshine Autos in Little Havana. Exit the vehicle and recruit the two men with blue arrows overhead.



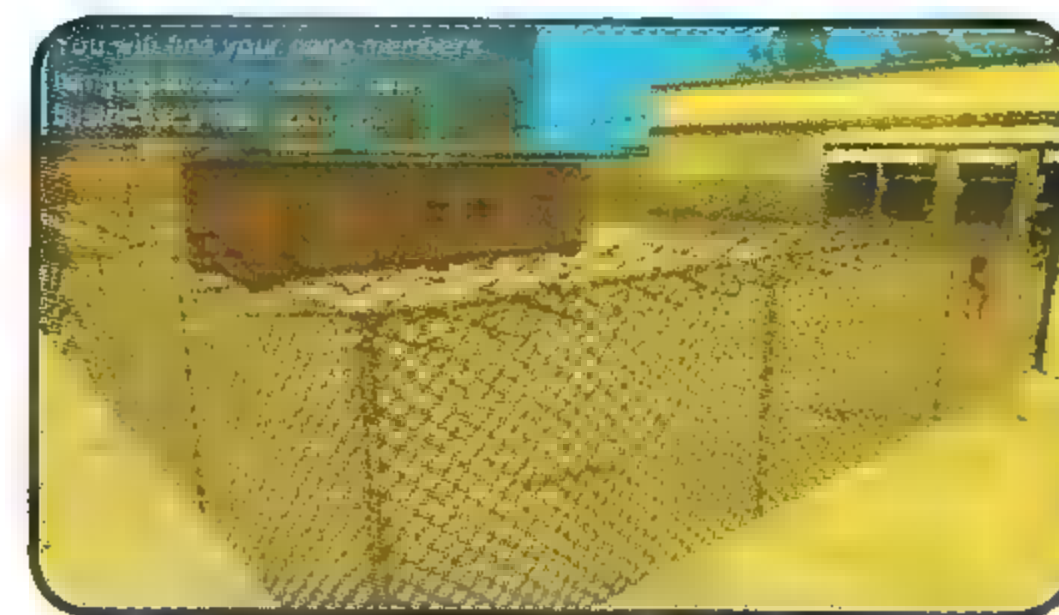
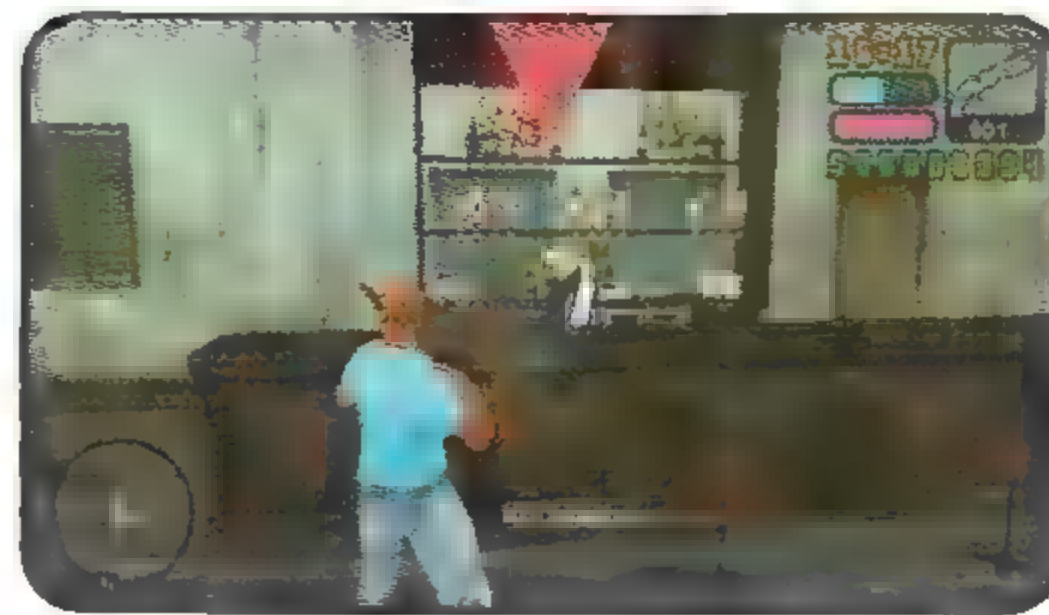


To recruit henchmen, target them with or without a weapon in your hand and press the Up button. Take the nearby (mission specific) SMG before leaving.



## GO INSIDE AND TAKEOVER THIS SITE

Enter the office and finish off the crew inside. Defeat them and the mission is complete. A floppy disk appears inside the office. Use it to save your game.



## GO TO MARTY'S LOAN SHARK OFFICE

Once both henchmen are in your party, re-enter your four-door vehicle and take them and Louise to Marty's loan shark office, following the yellow blip on the radar. This office is on the next corner to the south. Pull into the yellow marker.



## KILL MARTY'S GUARDS



When you arrive at the loan shark office, Louise leaves you and the two henchmen to take out Marty's loyal guards while she drives off to find more muscle.



Quickly select the SMG and start targeting, shooting, scrolling through targets, and running to avoid being shot. There are five guards to defeat and they appear all around you from where you begin the fight. Move

from your spot as quickly as possible to avoid being shot in the back while you take out other guards. Try to avoid shooting your henchmen. If a cop is nearby, you will receive a Wanted Level for such behavior. Next, head to the brothel to pay it the same respect.

## DESTROY THE REMNANTS OF THE PROTECTION BUSINESS

Get in a vehicle and wait for your henchmen to do so, as well, before you leave—if they're still alive. Follow the red blip on the radar to the protection office. When you arrive, you see a large number of guards inside the gate of the site. Pull up slowly to the entrance while remaining in the street and allow your henchmen to do their thing. Assist in the drive-by, then pull forward and back to readjust your aim. Finish them all off from the comfort of your vehicle.



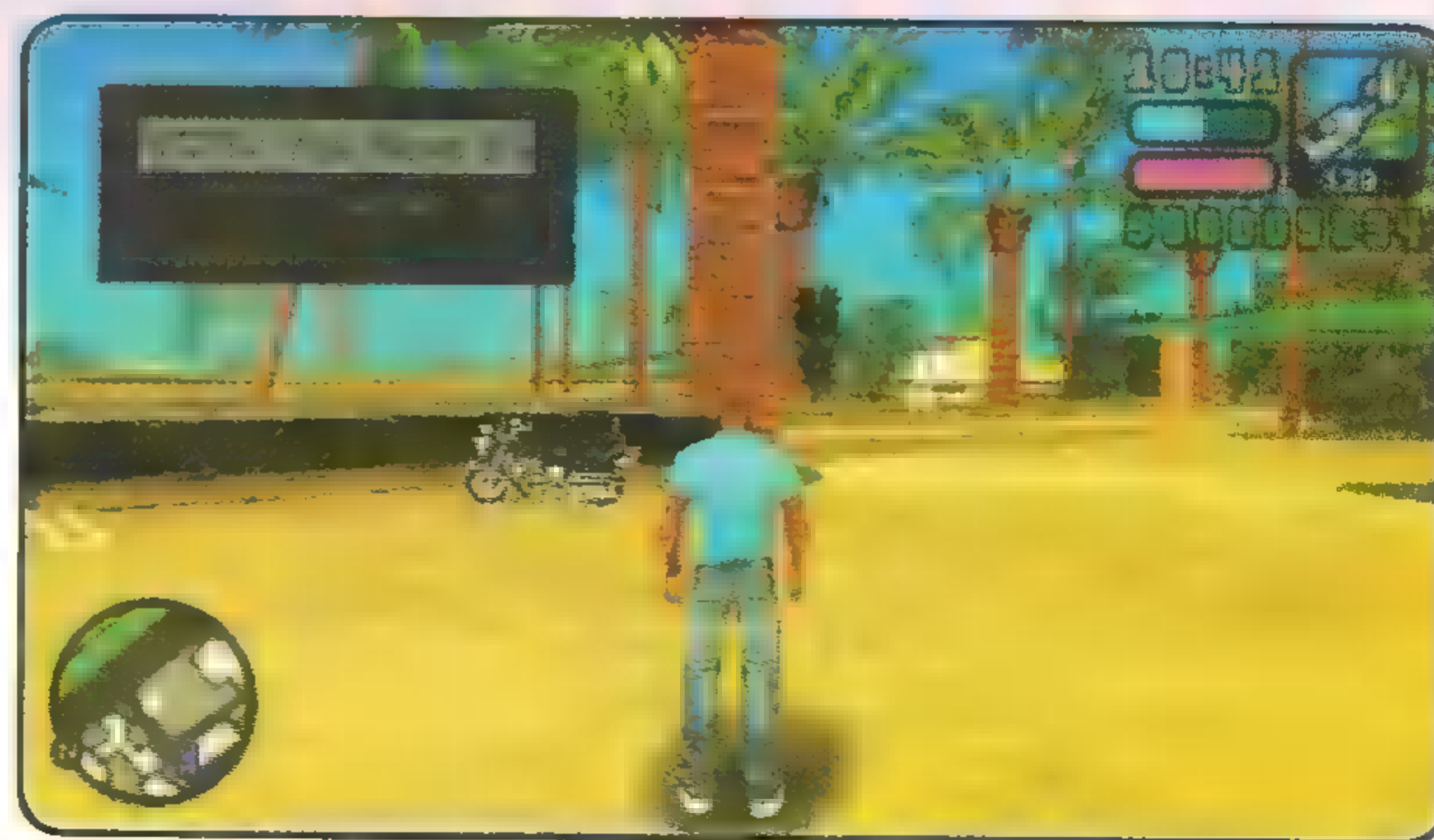
## EMPIRE BUILDING

For help with building your empire and everything involved with this task, see our Empire Guide, which begins on the next page of this guide.



## PAGE MESSAGE

Upon completion of all the missions in pre-empire, you receive a page from the airport. There's a visitor waiting for you there. An airplane icon appears on the map and radar at the airport. Your brother, Lance, is here.





## EMPIRE BUILDING GUIDE

Over the years, the world of Grand Theft Auto has evolved from a topdown 2D novelty to a living, breathing, 3D alternate reality. You can immerse yourself in its universe and get lost in its magic. With each installment come fresh ideas, new gameplay experiences, and upgrades to the graphics and staple features like fighting and shooting controls.

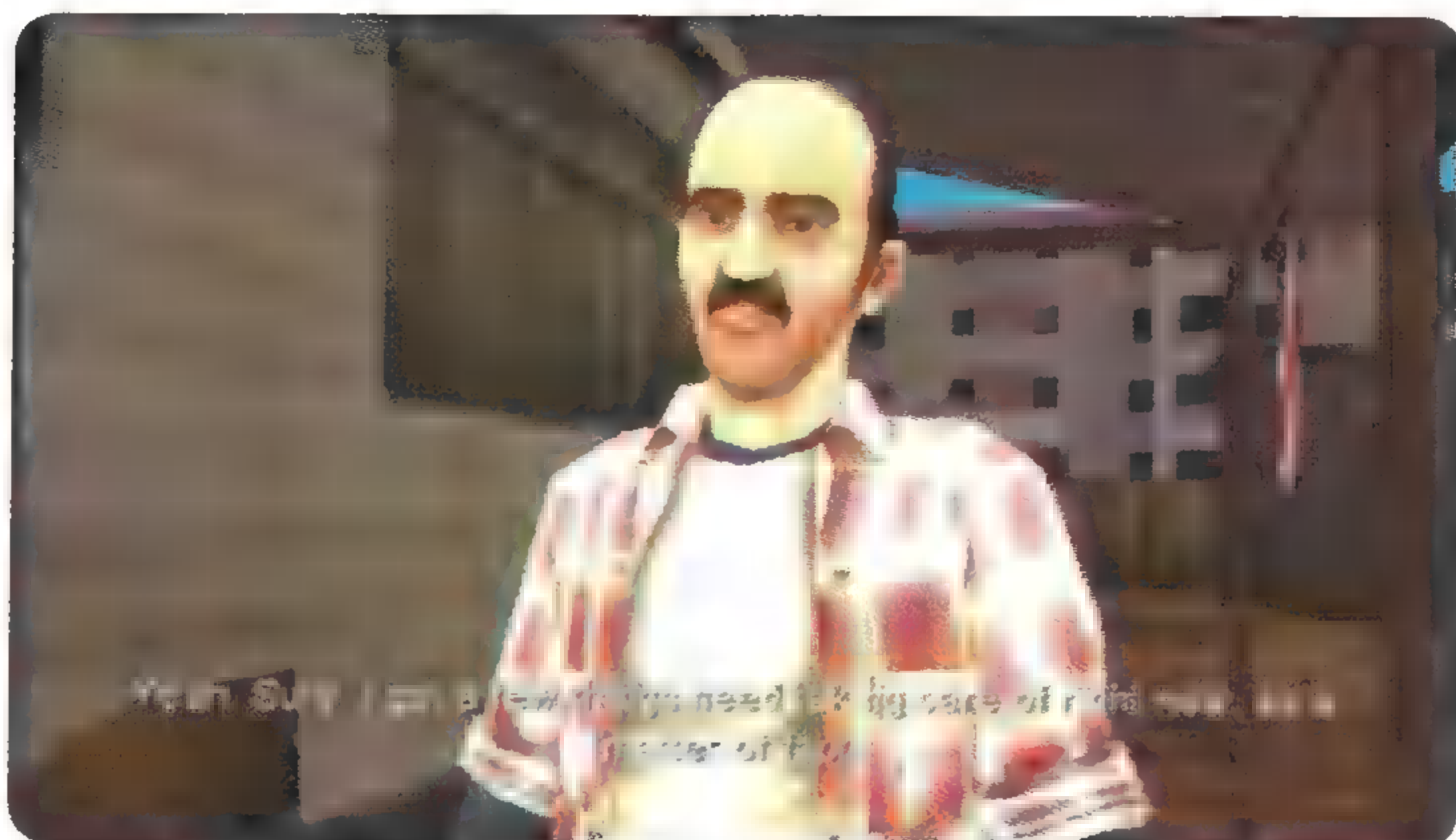
The original *Grand Theft Auto: Vice City* introduced business property purchasing, which generated money over time for the avatar. That seed has sprouted in *Vice City Stories*, adding yet another branch of gameplay... building your own empire.



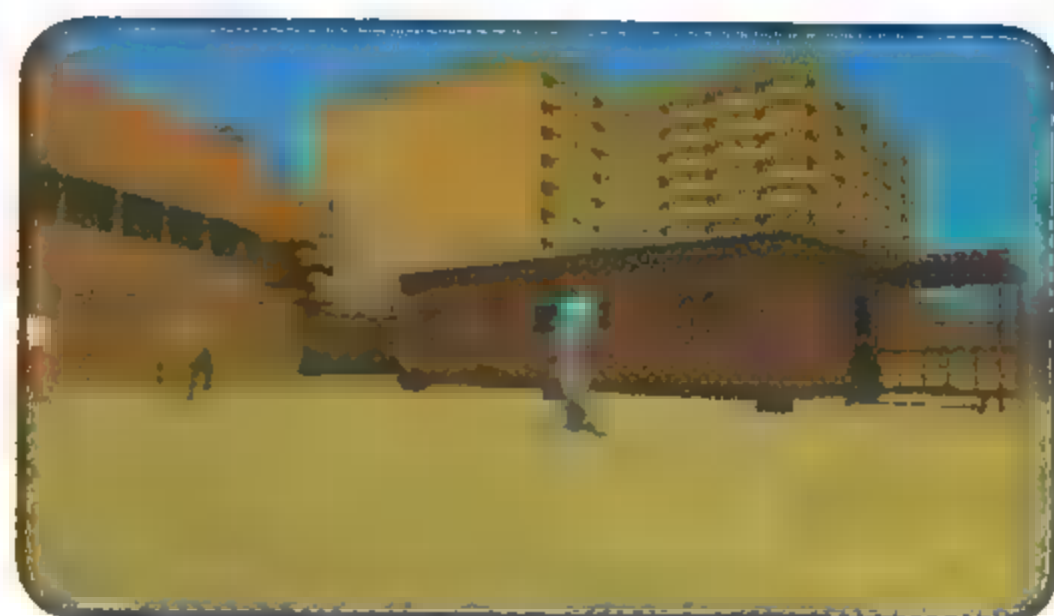


## EMPIRE BUILDING

There are 30 Empire sites scattered throughout Vice City, 14 on the mainland and 16 around the beach island. Many of these sites are owned and operated by an upper-class gang called the Sharks. Other sites are owned by a large gang of Bikers, and a couple sites are owned by Marty Williams. Through the course of the first chapter, you take over Marty Williams' businesses.



In Chapter 1, you learn empire-building basics through Marty's missions. In "Shakedown," you learn protection racket basics; in "Fear the Repo" and "Waking Up the Neighbors," you learn loan shark basics; and in "O, Brothel, Where Art Thou?", you learn how to take over a rival gang's business. You learn how to recruit



gang members and use them to take over a business in Louise Cassidy Williams' mission, "To Victor the Spoils." After this mission, you can begin taking over and purchasing businesses of your own.

## ATTACKING ENEMY EMPIRES

### EMPIRE VEHICLES

The type of vehicle outside a site depends on which gang owns the site. All Biker-owned businesses have a motorcycle out front, but the Sharks have a few different vehicle types that are specific to the type of business they own. This is true of your own sites; each of your different business types has its own specific vehicle type.



The first step in taking over an enemy site is to destroy the gang car outside it. This forces the gang members around and inside the site to defend it. The number of enemies that appear depends on the size of the site—Small-time, Medium Venture, or High-Roller. The bigger the business, the more gang members will defend it.



## Making Enemies

The moment you take over a rival business, the gang that owned that site becomes your enemy. You will be attacked by them on sight anywhere in Vice City.

## PREPARATION: GETTING STRAPPED & RECRUITMENT

If you already own a site, the best way to prepare for a hostile takeover is to recruit the maximum number of gang members to your party—three. To recruit, target the gangster, and then press and hold the Up button until the thug agrees to join your party. Get a four-door vehicle and make sure you have full Health and Armor. An assault rifle, such as an AK47 or M16, is a must-have for attacking large empires.





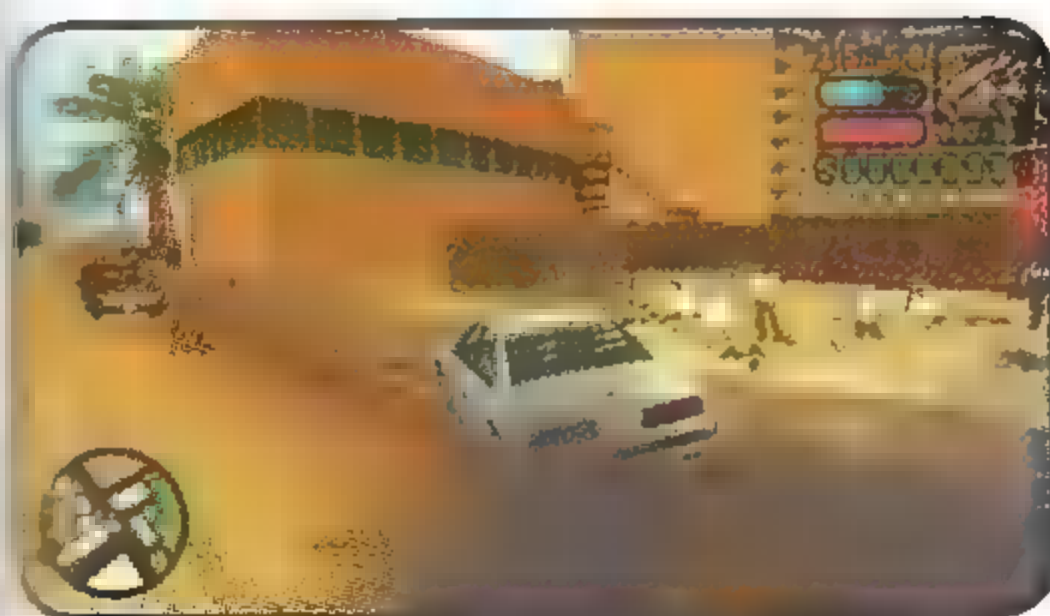
## EXECUTING THE ATTACK

It's wise to first find a good location near the target site to stage the attack. Check your surroundings. It's smart to find a place where the enemy cannot sneak up on you from all directions. Find a wall, alley, or nearby building to stand near to keep your back safe. Remember that if you travel too far from the business you're attacking, the attack fails.

The battle for the Empire site begins the moment you blow up the gang vehicle outside. Use a rocket launcher, grenade, or molotov to quickly destroy the gang car, saving your firearm ammo for the gunfight. You have just a few seconds to switch weapons or enter a vehicle, if you're standing next to one before the battle begins. Try jumping into a vehicle just before the attack begins, for temporary protection. Use drive-by attacks until the vehicle begins to smoke. This keeps your own Health and Armor from being damaged for the better part of the battle.



One reason not to use a drive-by attack on the gang car is because you have to be rather close to it to destroy it. This increases the risk of being pulled out of your vehicle as defending gang members approach from all directions.



in waves. The bigger the business, the more backup defenders will arrive.

## INTERIOR BATTLES

Once you've defeated all the exterior defenders, you're prompted to enter the business. Select a powerful weapon before entering the yellow cone at the doorway. We suggest a spas 12 shotgun or an assault rifle. The larger the business, the more defenders you'll encounter inside. Begin targeting and shooting the moment you enter. You don't have to kill the workers inside the site, but it's okay if they get caught in the crossfire. You only need to defeat the gang members with the arrows over their heads.



Each business type and size has a unique interior. Look for enemies on different floors. Use the radar to detect enemies in different rooms or on higher floors. Once you've eliminated the threat, you must destroy all the equipment or product inside. Use free aim to destroy the objects with the green arrows over them. They also appear on the radar as green blips. Once those are all destroyed and all the enemies are eradicated, the business goes up for sale. The quickest way to destroy the interior objects is with a rocket launcher. It takes out items in a wide radius, but be careful with it in a small room.



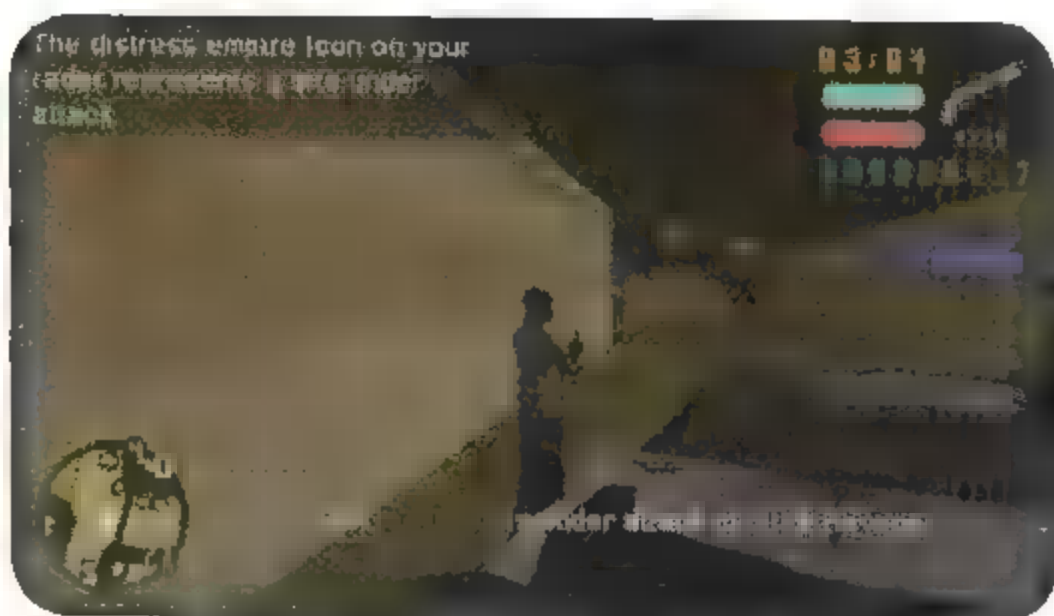
You're sent outside the business and given a monetary reward for conquering the enemy site. But it does not become yours until you purchase it. A For Sale sign appears in front of the purchasable property.





## PROTECTING EMPIRE SITES

The larger your Empire site, the more protection your gang provides, both outside and inside the site. You receive a text message when one of your sites is under attack. The site under attack appears with blinking parentheses on the map and radar and a damage meter appears. The larger the rival gang attacking the site, the quicker this damage meter falls. You must reach



the site before the meter is completely empty and the site is demolished. If you don't reach the site in time, there's a chance your gang will protect it before it falls. The bigger the site, the better chance it stands—literally.

If your site falls, you have a window of time to purchase the property before a rival gang does. So, rush to the site as quickly as possible, before it goes off the market.

Protecting your empire is similar to Lance's missions, "Blitzkrieg" and "Blitzkrieg Strikes Again." The bigger your empire, the more of your gang members you see onsite. They help fend off the attack. You could recruit a few when you arrive; they shoot at anyone you attack first. So, if you just target and shoot a round into the attacking mob, your gang finishes them off. They pretty much do this anyway, but you may find that the recruited thugs are quicker and fight more aggressively.



The attacking gang arrives in waves. After all waves are eliminated, the battle is won. If the site was damaged, you must enter, approach the Notice Board, and choose to repair the site for \$500. No matter how damaged it is, the repair cost is always the same.



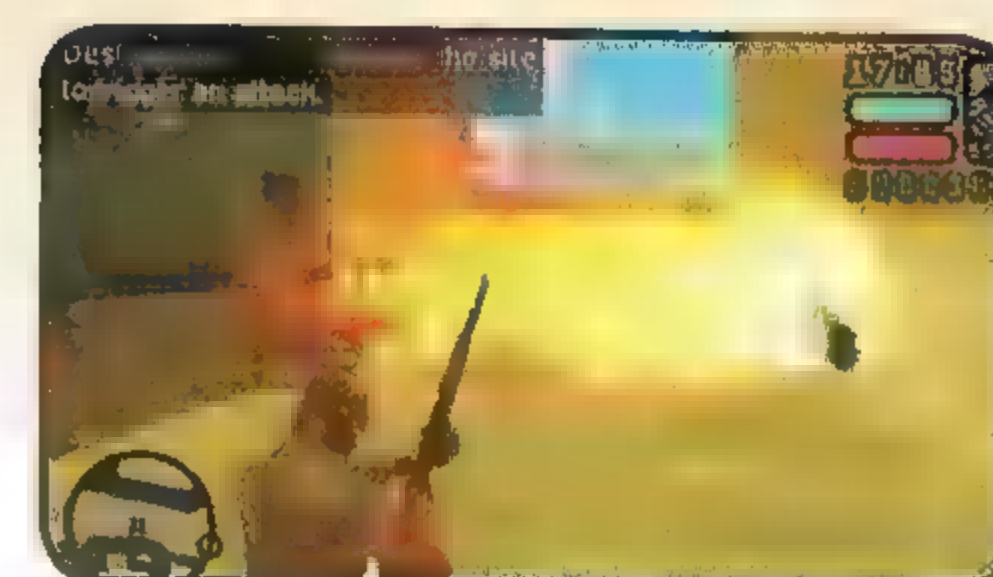
## BUILDING YOUR BUSINESS PURCHASING

Once an Empire site has been cleared and is available for purchase, a For Sale sign appears outside the facility. Stand facing the sign, and press and hold the Up button to purchase the property. This brings up a business-building menu. You have a choice of three to six different types of businesses to build.



## Unlocking New Business Types

Protection Racket, Loan Shark, and Prostitution are the three businesses available in Low Empire. Drugs, Smuggling, and Robbery aren't available until High Empire (Chapter 3, when the beach island is unlocked), and only when you take over a rival gang's Drugs, Smuggling, or Robbery business. For example, take over a Drug business and the Drug business is available globally.



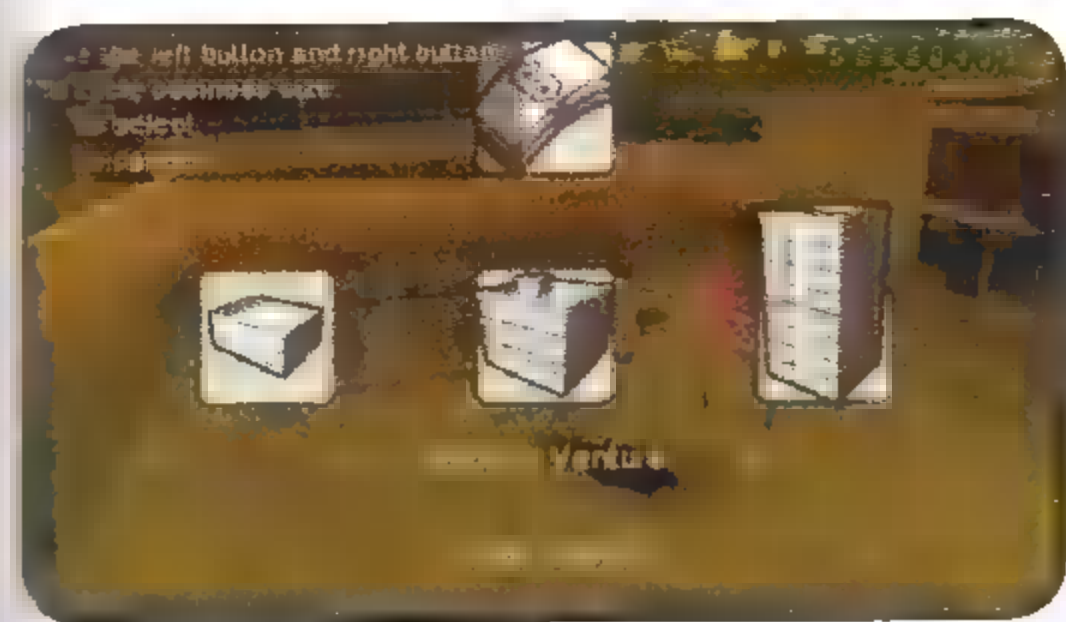
## Save Disk

A save disk appears inside every business site you purchase. Each site becomes a location to save your game's progress.





## SMALL-TIME, MEDIUM VENTURE, OR HIGH-ROLLER



After you determine what type of business to build, you choose what size to build. If you can afford it, you should always buy the High-Roller option. The difference not only affects the size of the building and the

number of gang members in and around the site, but it also affects the amount of respect earned from taking the jobs within that business and the amount of money earned daily.

## BUSINESS CONSTRUCTION

After you purchase the business, you're sent outside and construction begins. You cannot enter or do any business at the site until it's built. It takes two game days for your business to be constructed, then a specific business car is spawned out front. You can now enter the site, use the save disk to save your progress, and approach workers inside to begin Empire missions. Simply walk up to them and wait for the text message telling you to press the Up button to start a mission. You cannot recruit the gang members inside the businesses, just as you cannot start Empire missions from the gangsters outside that can be recruited.



## Accelerating Time

Want to start Empire missions immediately after building a site? Head to the nearest safe house or Empire site and save your game. Do this eight times to advance the clock 48 hours. Watch the building icon; once it's built, you can stop saving. Between saves, you might as well run outside your safe house and collect your weapon power-ups from Red Balloon collection. Always stock up on ammo when you head to safe houses.



## EMPIRE RESPECT LEVELS

Each respect level multiplies your earnings for that business type. You earn respect by completing Empire missions. You can find your respect level by entering Stats in the Pause menu and looking under the Empire heading. That's where your respect level name and multiplier is displayed. You can also find this information inside the business's Repair & Build menu (press and hold the R button). You can view Site Income, Location, Site Type, Scale, Income Modifiers (damage penalty & reputation bonus amounts), and Total Income on this menu.



The following table shows how your income is affected by respect you earn as you complete Empire missions:

### Respect Modifiers

| Respect Level | Income Multiplier |
|---------------|-------------------|
| 0             | 1x                |
| 1             | 2x                |
| 2             | 3x                |



# CHAPTER 1: EMPIRE BUILDING GUIDE / GLOBAL BUSINESS STRATEGY

The following table explains the requirements for each business's respect level:

## Business Respect Levels

### Loan Shark

| Respect Level | Reputation  | Details                  |
|---------------|-------------|--------------------------|
| 0             | Nobody      |                          |
| 1             | Lifter      | 1 mission complete       |
| 2             | Crim-Reaper | All 15 missions complete |

### Smuggling

| Respect Level | Reputation     | Details                 |
|---------------|----------------|-------------------------|
| 0             | Nobody         |                         |
| 1             | Mule           | 1 mission complete      |
| 2             | Pirate Captain | All 6 missions complete |

### Prostitution

| Respect Level | Reputation | Details                  |
|---------------|------------|--------------------------|
| 0             | Nobody     |                          |
| 1             | Panderer   | 1 mission complete       |
| 2             | Mack Daddy | All 15 missions complete |

### Drugs

| Respect Level | Reputation  | Details                 |
|---------------|-------------|-------------------------|
| 0             | Nobody      |                         |
| 1             | Dealer      | 1 mission complete      |
| 2             | Smack Daddy | All 6 missions complete |

### Protection Racket

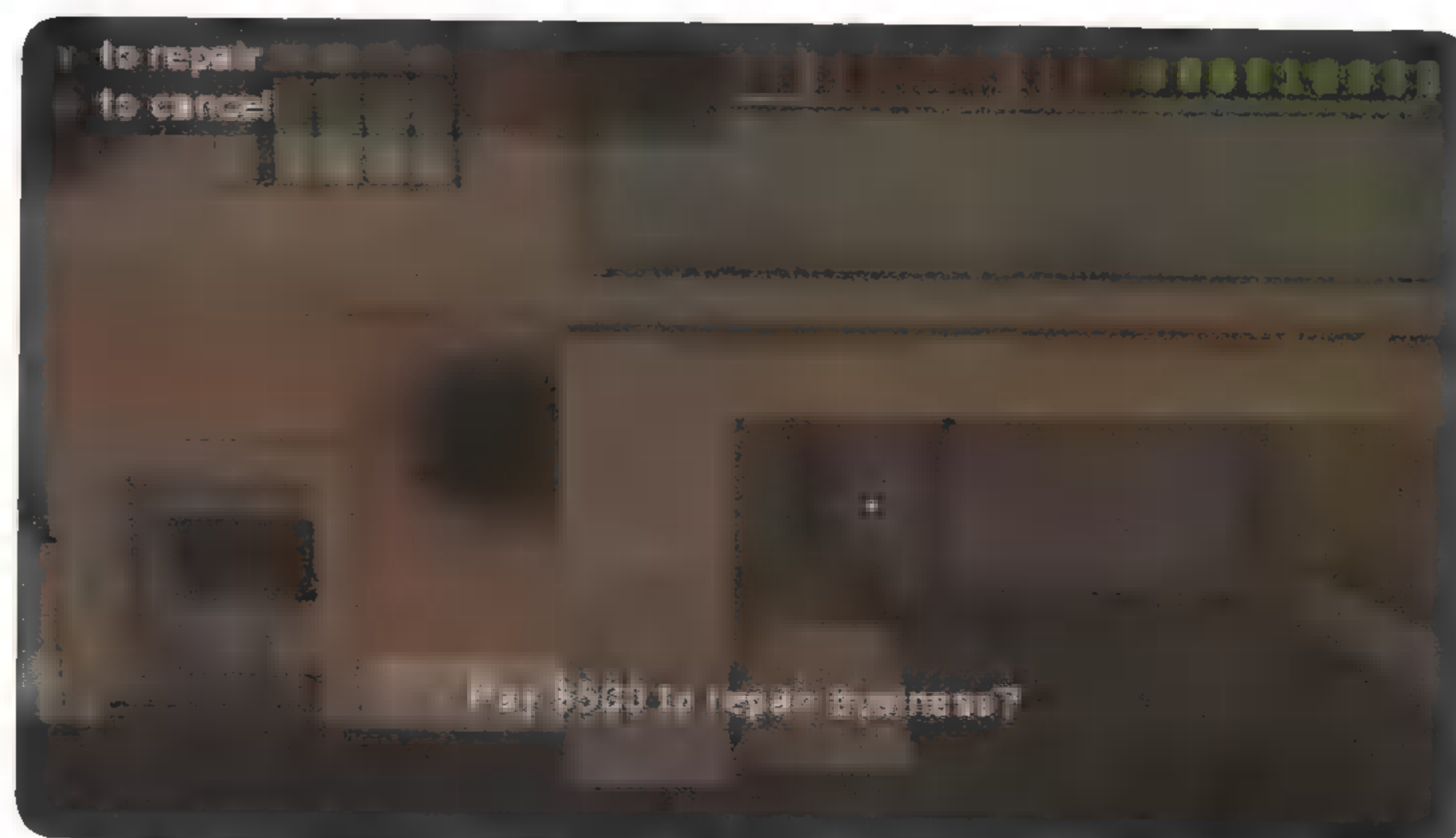
| Respect Level | Reputation      | Details                  |
|---------------|-----------------|--------------------------|
| 0             | Nobody          |                          |
| 1             | Hoodlum         | 1 mission complete       |
| 2             | Ultimate Badass | All 15 missions complete |

### Robbery

| Respect Level | Reputation    | Details                 |
|---------------|---------------|-------------------------|
| 0             | Nobody        |                         |
| 1             | Larcenist     | 1 mission complete      |
| 2             | Heist Meister | All 6 missions complete |

## BUSINESS INCOME

The moment you acquire your first business, you begin receiving daily income. Your pager goes off at 4:00 each afternoon, indicating the amount you've earned. A few factors play a role in how much is earned. When your business is not 100% intact, a damage penalty is subtracted from the amount the business earns daily. A damaged property is displayed as a damaged icon on the map and radar. Enter the business and activate the Notice Board menu to repair the site and get it back to 100%.







The following table shows the daily earnings of each business, figuring in the size of the business. These figures reflect businesses operating at 100%. They're the base amount and are multiplied by your respect level, as shown earlier in these Respect Modifiers table.

## Business Income

### Protection Racket

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 100            |
| Medium Venture | 200            |
| High-Roller    | 300            |

### Loan Shark

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 150            |
| Medium Venture | 300            |
| High-Roller    | 600            |

### Prostitution

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 200            |
| Medium Venture | 400            |
| High-Roller    | 800            |

### Drugs

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 250            |
| Medium Venture | 500            |
| High-Roller    | 1000           |

### Smuggling

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 300            |
| Medium Venture | 600            |
| High-Roller    | 1200           |

### Robbery

| Business Size  | Daily Earnings |
|----------------|----------------|
| Small-Time     | 350            |
| Medium Venture | 700            |
| High-Roller    | 1400           |

## GLOBAL BUSINESS STRATEGY

The more businesses you own, the more you get attacked. Don't attack the same gang over and over; they get more aggressive and attack your sites more often. They even attack you on the street when (and where) you least expect it. You also shouldn't build two businesses of the same type near each other. Some businesses do better in specific areas of Vice City. The best example of this is the Smuggling business. The closer your business is to the location of the delivery truck, the better (see the "Smuggling" section of this chapter).



## MONOPOLY: 100% OWNERSHIP OF ALL SITES

Although you're attacked often, you need to take over all sites on the map to reach 100% completion of the game. When you successfully overtake all Empire sites, you unlock a special gift: Bulletproof Empire Vehicles. This makes all vehicles outside your businesses bulletproof! Awesome.





## EMPIRE MISSIONS

Each business type you build comes with its own unique missions. All missions are triggered inside the Empire site by approaching any of the gang members and then pressing and holding the Up button when prompted by the text message. The following are tips and tricks about these businesses and their missions.

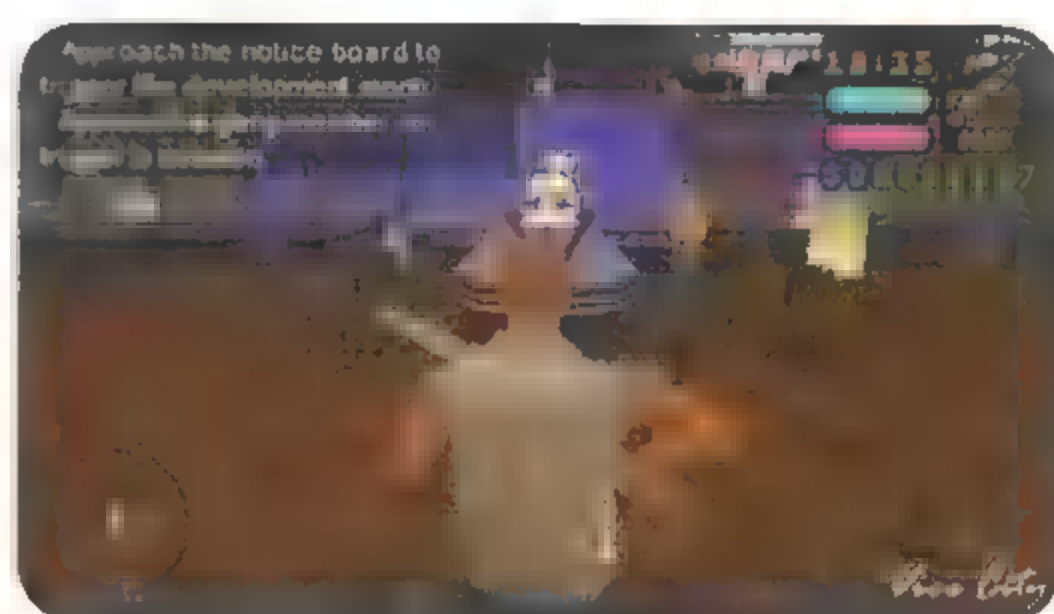
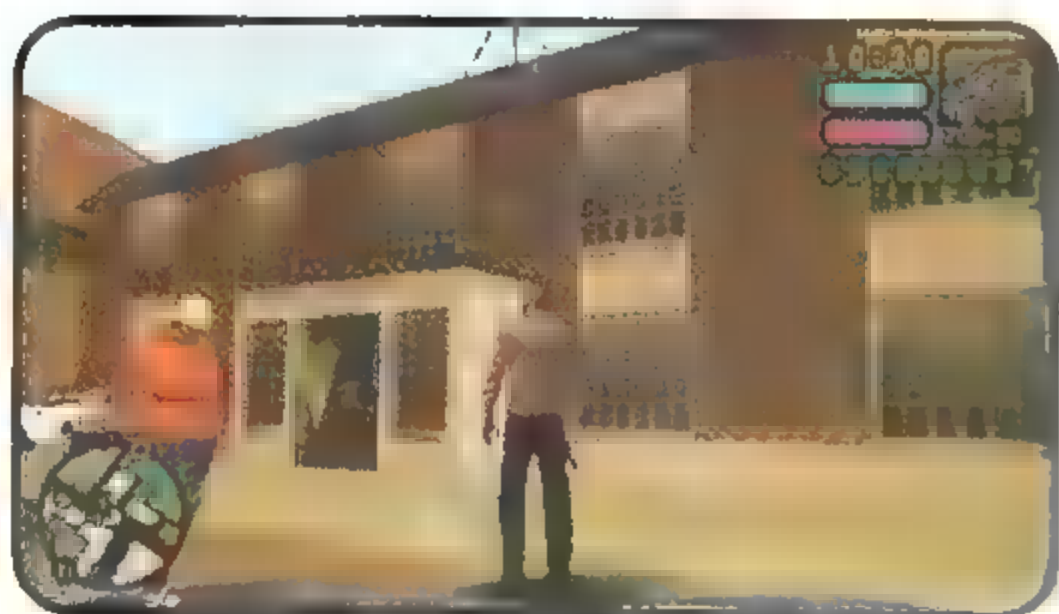
### PROTECTION RACKET

**Becomes Available: Low Empire**

**Business Vehicle: Idaho**

#### EXTORTION

Take the Extortion job by pressing Up while facing one of the gang members inside the Protection Racket business site. The mission begins once you exit the building. There you're given one of three objectives: defend your own store, attack an enemy store, or attack a neutral store.

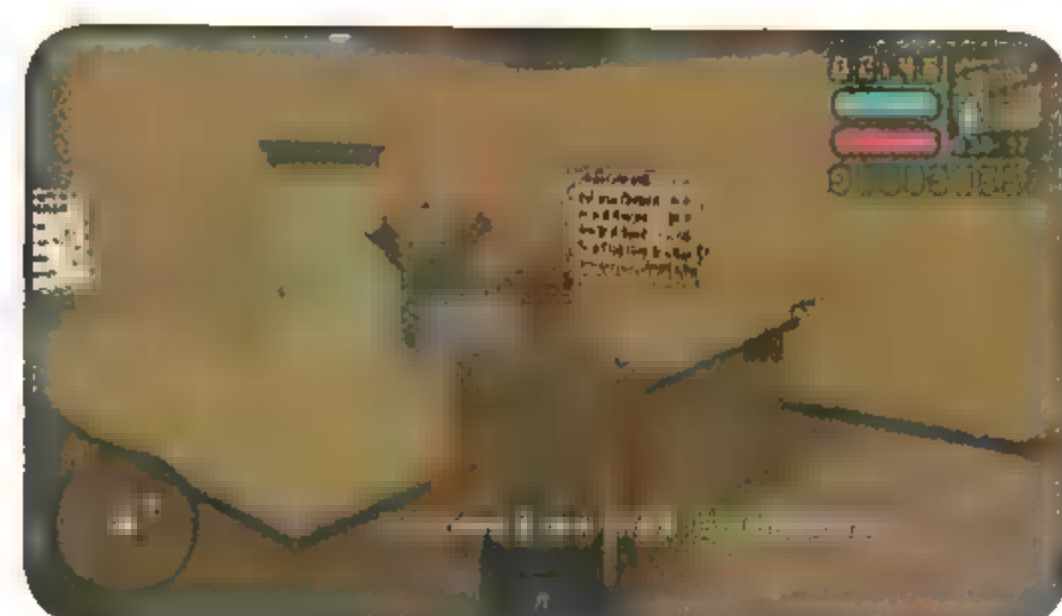
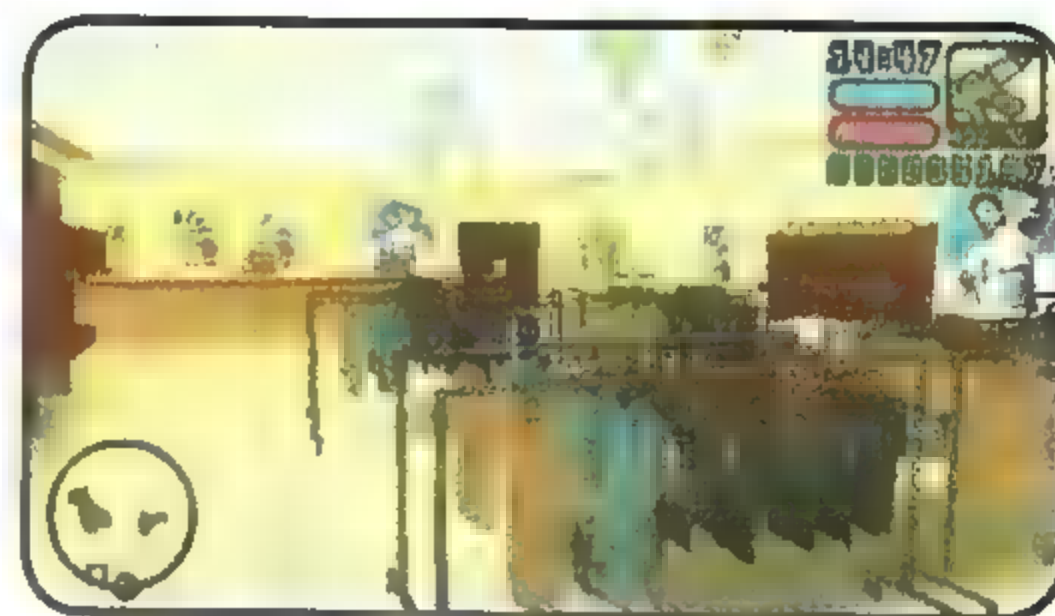


#### ATTACK AN ENEMY STORE

After defending your store, you receive a message saying you should show the attacking gangsters you won't tolerate an attack on your store. Your objective is to claim their store as yours. Follow the yellow blip to that gang's store. There is no time limit for this objective.



Head to the store that pays an enemy gang protection money, and convince the storekeeper that he should be paying you instead. You must kill the enemy gang members outside the store, and then go inside and destroy the store's stock. Do not kill the shopkeeper. Enemy gang members may enter to protect the store. You must kill them all to convince the storekeeper you mean business. Exit the store and wait for the next objective.



#### DEFEND YOUR STORE



A store paying you protection money is under attack by an enemy gang. You must get there and kill the enemy attackers before the storekeeper is killed. A Damage to Store meter displays the current amount of

damage. If this meter fills up, the storekeeper is killed and you fail the mission. Follow the yellow blip on the radar to the store being attacked. It could be one of many interior building locations around the map.

When you arrive at the store, you're instructed to kill the gang members guarding the store. They appear as red blips on the radar and have red arrows over their heads. Use an assault rifle for quick extermination.



Next, you must enter the store and defeat the gang members inside. And that's it. Exit the store and wait for the next objective.

#### ATTACK A NEUTRAL STORE

While retaliation continues on both sides, occasionally you have an opportunity to broaden your business by claiming some neutral stores. Follow the yellow blip on the radar to the store that's currently not paying protection money to any faction. Enter the store and smash up the stock to frighten the storekeeper. Keep shooting all the objects with green arrows over them until the shopkeeper gives in. The storekeeper may call the cops even after agreeing to pay protection, in which case you receive a Wanted Level. Head to a Pay 'n' Spray on your way to the next objective.





## REWARD & FAILURE

When you leave a store after completing the objective, you may be chased to the next store by enemy gang members or police. This is dependent on the difficulty and type of the last mission you completed. Try to stay inside vehicles as much as possible, and stay armed by picking up weapons from the fallen gang members. Check out our Pick-ups map near the beginning of this guide to find nearby Health and Armor on your way to the next store.



The amount of cash you get for successfully attacking or defending a store is based on the difficulty of the mission. Difficulty is measured by the number of enemies guarding the store, the number of enemy reinforcements, the number of enemies chasing you, and the difficulty of the time limit. Rewards range from \$100 to \$200. If you or any of the storekeepers die, you fail the

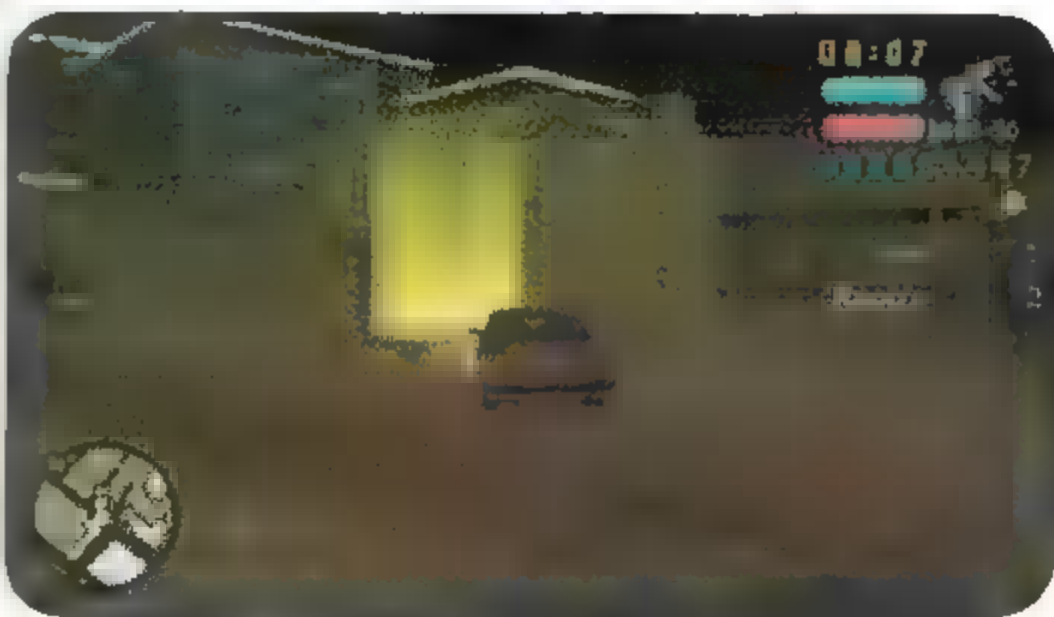


## LOAN SHARK

**Becomes Available: Low Empire**

**Business Vehicle: Admiral**

This entire mission is not much different than when you helped Marty with his Loan Shark business during "Fear the Repo" in Chapter 1. Enter the business, take a mission from a gangster inside, and exit the building to begin. You're given a time limit to get to one of three kinds of vehicles—motorcycle, van, or car—and return it to base. Each vehicle can be either parked or driven around.



## PARKED VEHICLES



A parked vehicle always has one or two owners wandering nearby. These guys are easy to spot; they usually carry some kind of weapon and are dressed in bright clothing. They're not happy that you're

reclaiming their wheels, and they come after you. You can eliminate them before stealing the vehicle and risk a Wanted Level, or you can try to get in and out before they attack you or pull you out of the vehicle.

## MOVING VEHICLES

Vehicles being driven around fall into two categories: cowards and nutters.

### COWARDS

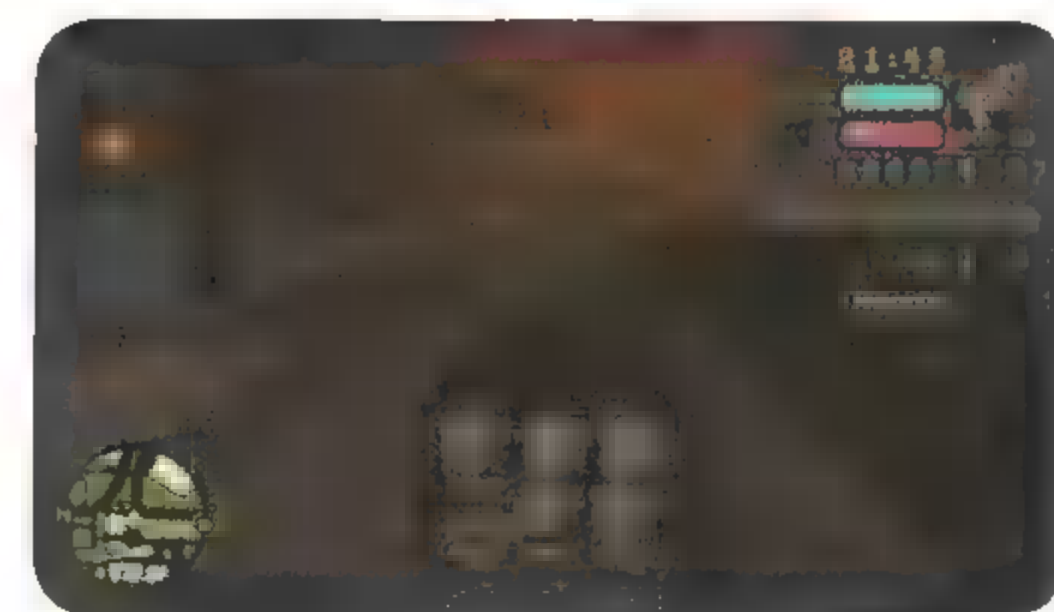
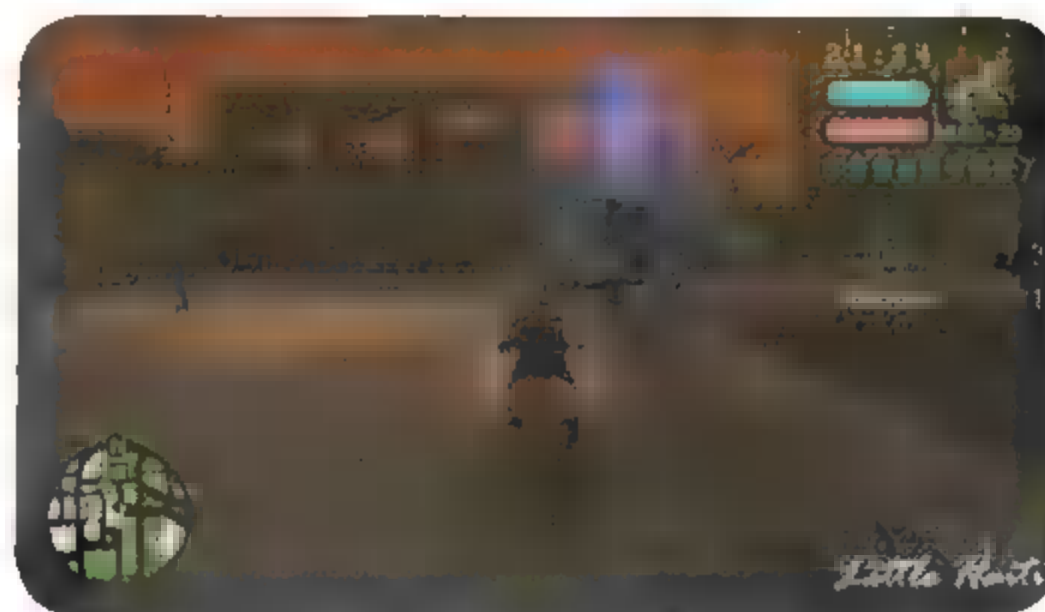
Cowards give up their vehicle at the first sign of trouble. Just bash the car to let them know you're for real, and they give it up and run away.

### NUTTERS

Nutters don't want to pay their loans or give their vehicles back. Damage the vehicle heavily to get them out. After they're out, they'll do anything they can to get revenge. Watch out or they'll try to run you over.

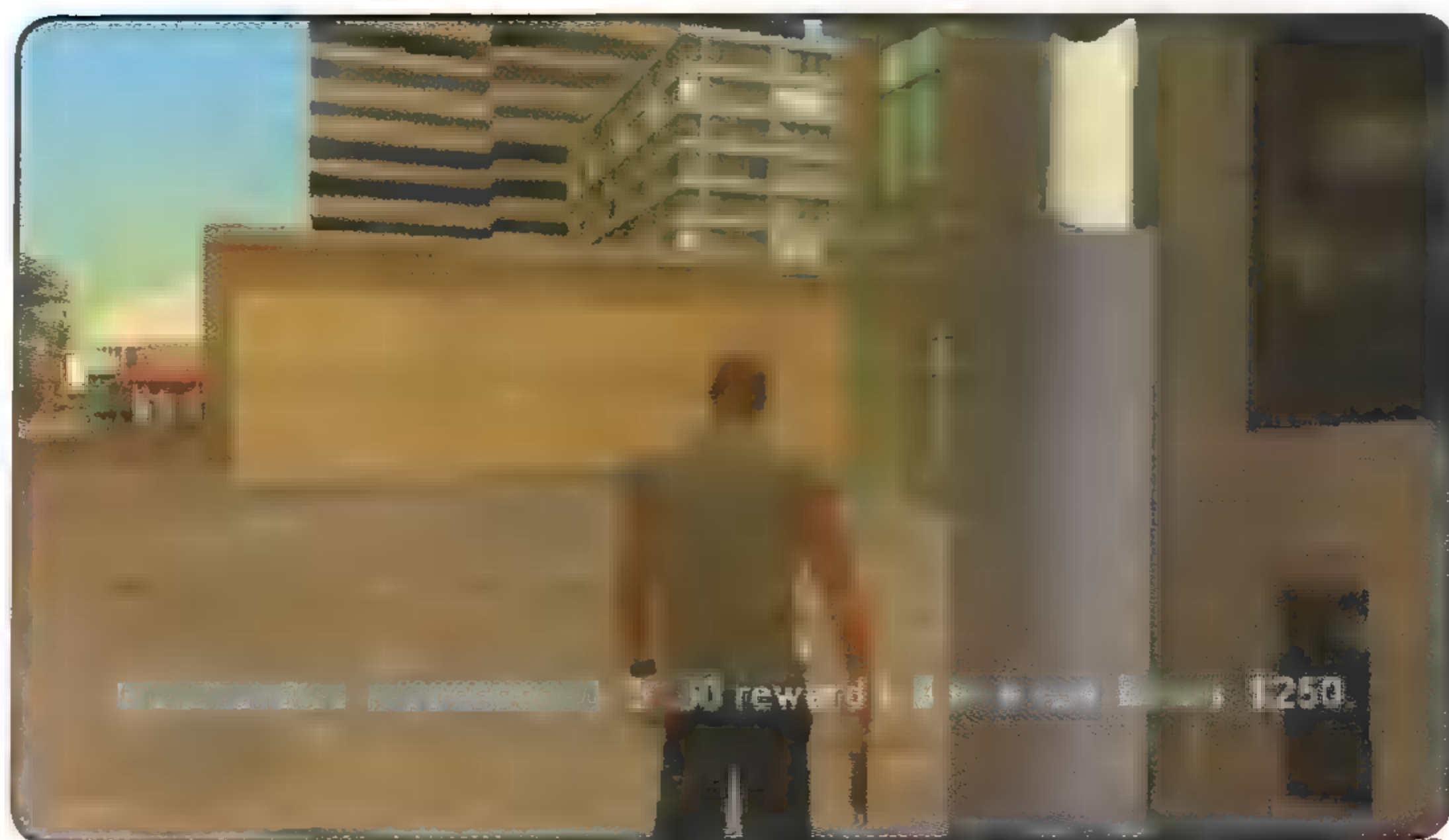
## MERCHANDISE VANS

Occasionally, you're required to repossess a van full of merchandise. This van could be parked or driven. You're repossessing both the merchandise in the back and the van itself. The back doors are missing, and a good bump will cause merchandise to fall out, one at a time. Any kind of damage to the van causes the merchandise to fall out. If you lose all the goods, you fail the mission.



## IN-A-ROW BONUSES

Once a vehicle is successfully repossessed, you're rewarded with \$100 and a time extension to repo the next vehicle. You could receive \$150 if you're quick, or if you lose no merchandise from a delivery van. After repossessing three vehicles in a row, you receive a \$250 bonus.





## HAZARDS OF THE JOB



If a repossessed car is too damaged, you have to repair it at a Pay 'n' Spray, which costs you the normal fee for repossession. If you run out of time, destroy the target vehicle, or destroy all the cargo in a van

full of merchandise, you fail the mission.

## PROSTITUTION

**Becomes Available: Low Empire**

**Business Vehicle: Polaris V8**

## PIMPING

Running a brothel isn't much different than the Pimping Pastime in *San Andreas*. You pick up a prostitute at the brothel using the Polaris V8. Once she's in the car, a blue blip on the radar indicates the location of the client.

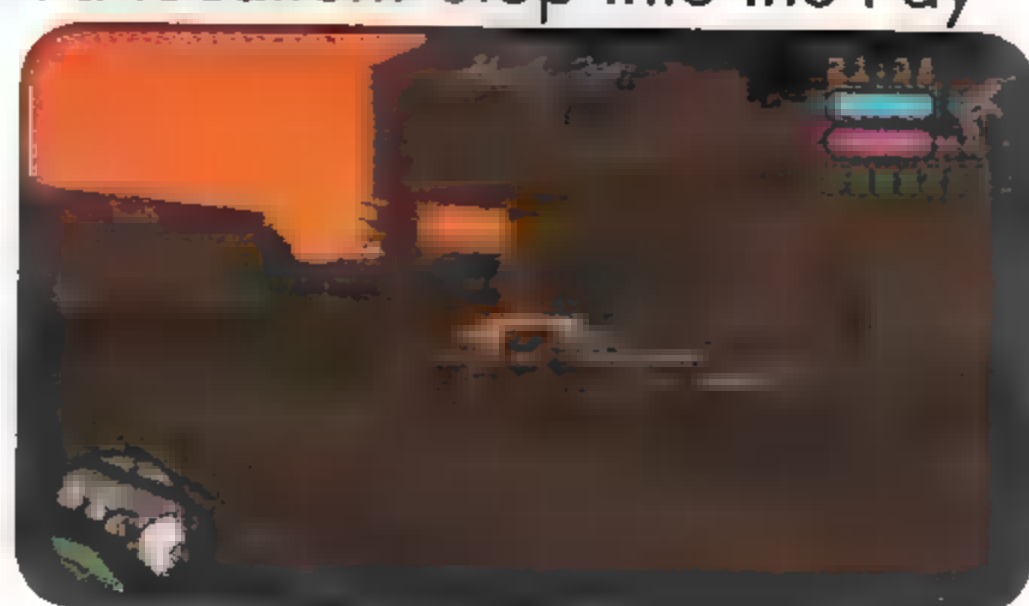


Drive the girl to the client. This is the only timed portion of the challenges. You must deliver the girl before the timer runs out or fail the mission. You must use the Polaris V8 for these deliveries. If the car is destroyed, you fail the mission.

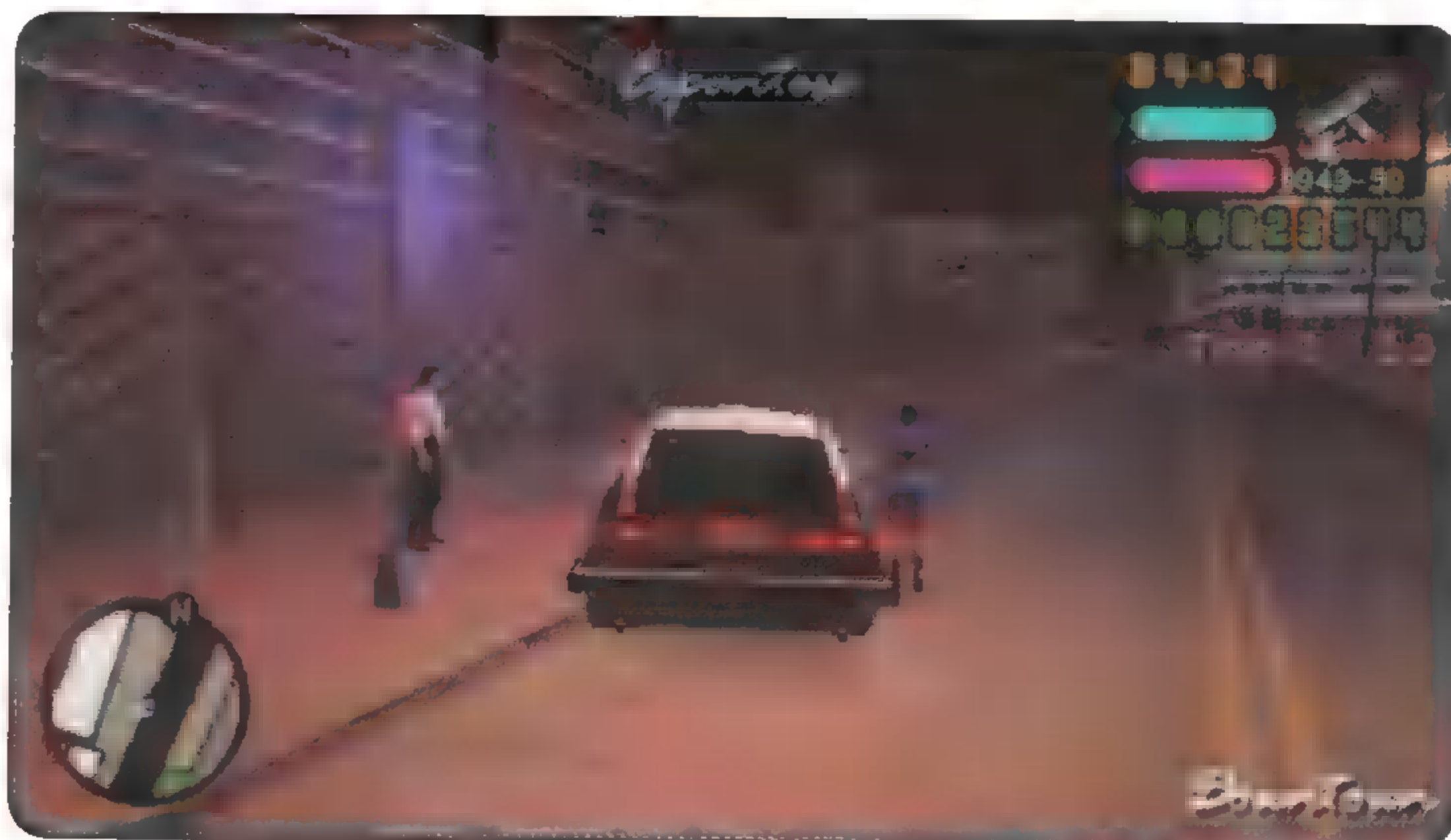


## Pay 'n' Spray

There's usually a Pay 'n' Spray near the pimping mission. If there's not, your brothel is in a bad location. Stop into the Pay 'n' Spray frequently during these missions, except when you're racing the clock or trying to save a hooker from an abusive client.



After you've delivered the girl to the client, you need to pick up another girl from the brothel and deliver her to a second client. Once you've delivered the second girl, you need to pick up the first girl.



This is where random scenarios begin. One of five different scenarios can happen whenever a girl is to be picked up from a client:

- ▶ The girl gets back in the car and pays you your share for the trip.
- ▶ The customer runs away without paying. You need to run him over, drive-by shoot him, or get out and shoot him to get the money.
- ▶ The client beats the hooker, and you must kill him before he drains the hooker's health meter.
- ▶ The customer kidnaps the girl and drives away. You must chase the getaway car, kill the customer, and take his money.
- ▶ The customer requires two girls. Go to the brothel and pick up another girl to deliver to the client.



## Canceling Empire Missions

Pimping is an open-ended mission. If you don't want to play 15 missions in a row to get the high reputation title, press the Up button twice to cancel the mission. This is better than failing the mission in any other way, because you retain the record of the last level you played.

After level 1 is complete, you earn the reputation of Panderer. After 15 missions, you become Mack Daddy.



## DRUGS

**Becomes Available: High Empire**

**Business Vehicle: Stallion**

## DRUG RUNNING

### DETAILS

These missions are similar to Smuggling, except deals are mostly made on land and aren't restricted to just receiving the drugs—you're also purchasing. What sets this job apart from all other Empire jobs is that sometimes you can solve the first objective inside the site itself. You're told to get to the drugs vehicle, or to collect the money needed for the deal. If it's the latter, the money is in a briefcase next to the exit of the Empire site.

The deals have a difficulty rating, which affects how tough the time limit is and how accurate the enemies are with their weapons.

The rewards you receive for missions range from \$1,500 to \$5,000. You receive up to \$3,000 based on the difficulty of the mission, and \$100 per Drug Running mission already accomplished, up to a maximum of \$2,000.

In these missions, you must reach a meeting point within the time allotted. When you arrive at the meeting point, a cinematic shows the deal going down. Then you have to complete a number of objectives depending on the deal type and outcome, as follows.



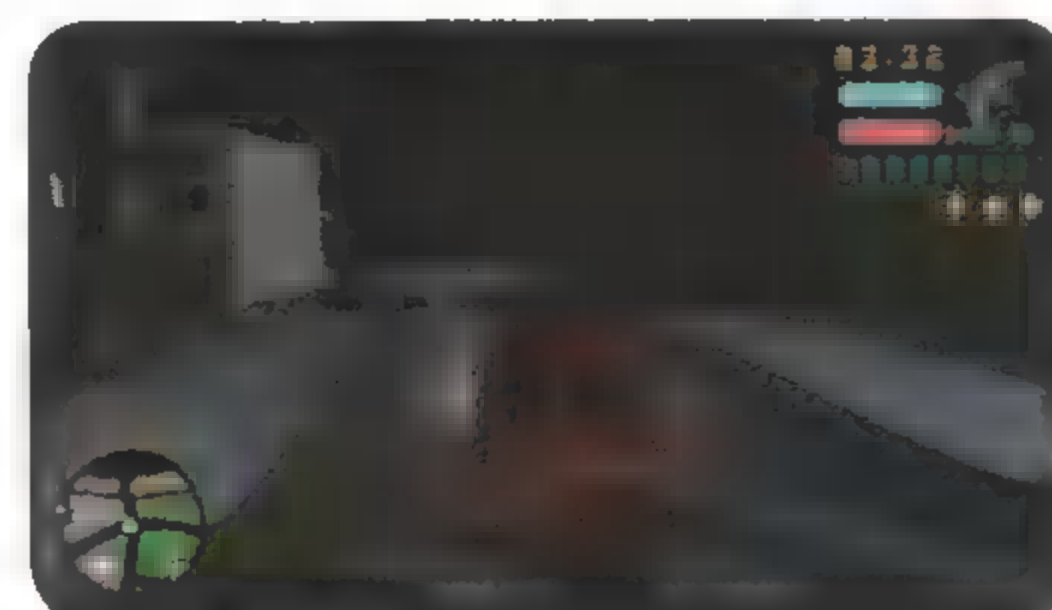
The possible scenarios for the drugs Empire missions are buying drugs in a car or van, or selling drugs in a car, van, or boat. The possible outcomes for the drugs running missions are:

### The Deal Goes Smoothly

The drugs are bought or sold without a hitch. You must then take the money or drugs back to the Empire site.

### DEA Stakeout

The deal goes smoothly, but the DEA were monitoring the transaction. After the deal, you're given a Wanted Level of varying levels.



### Fake or Steal

You're given an empty briefcase or fake drugs, and you have to get your drugs or money back. You must then return the drugs or money to the Empire site.

### Rival Gang Attacks

A rival gang attacks you and the dealers as the deal is made. You must grab the money and drugs—or just the drugs if it is a buying mission—and get back to the Empire site.

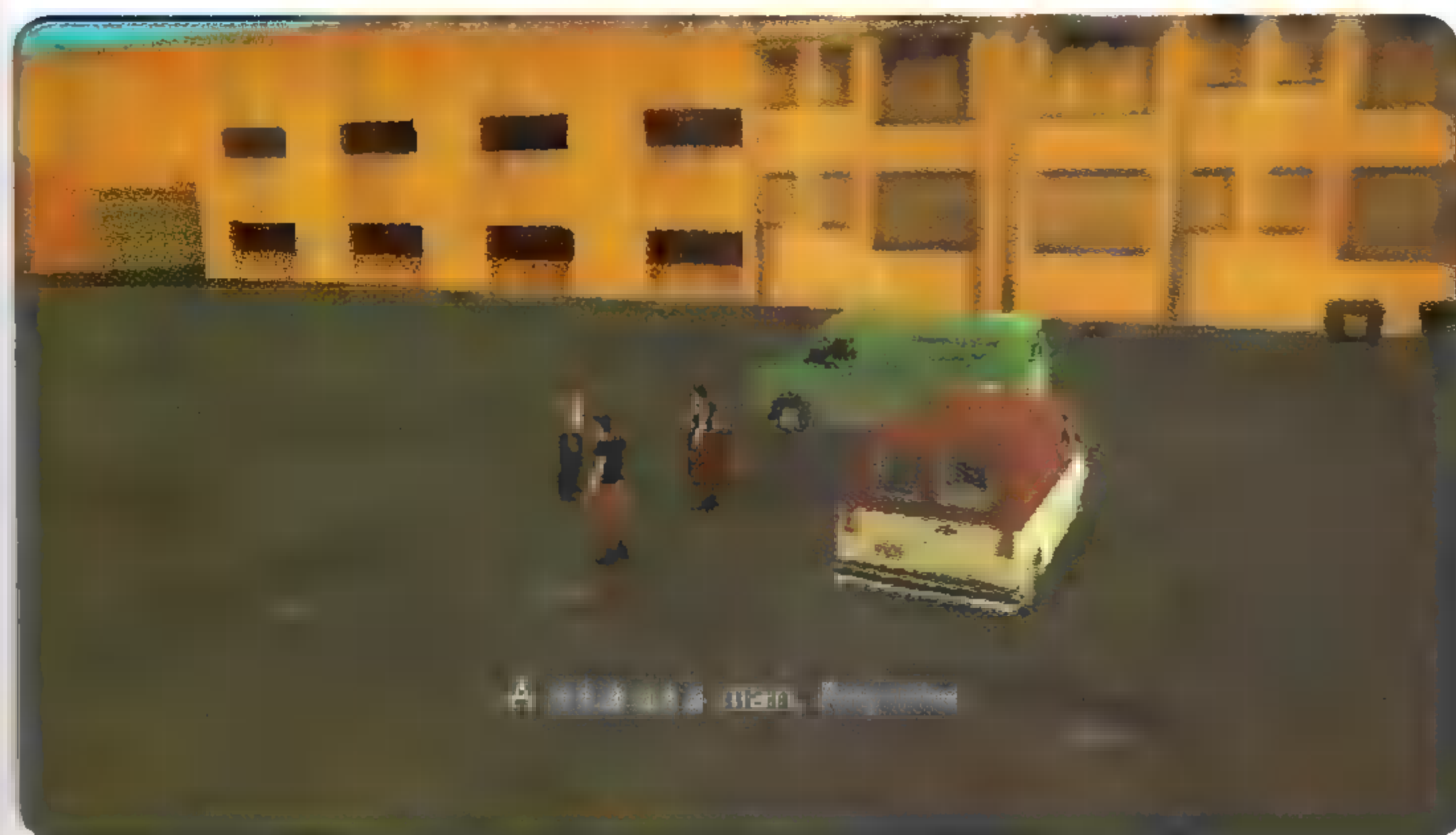
### Dealers Attack

The deal is a setup. The dealers are trying to steal your drugs or money. They attack you. You must kill the dealers and take the drugs or money back to the Empire site.



## Mission Order

The first six missions are set; they're not random. After you've completed the first six missions, all other Drug Running Empire missions are randomly chosen from the initial six.





## MISSION 1: BUY BLOW

**Reward: \$1,300**

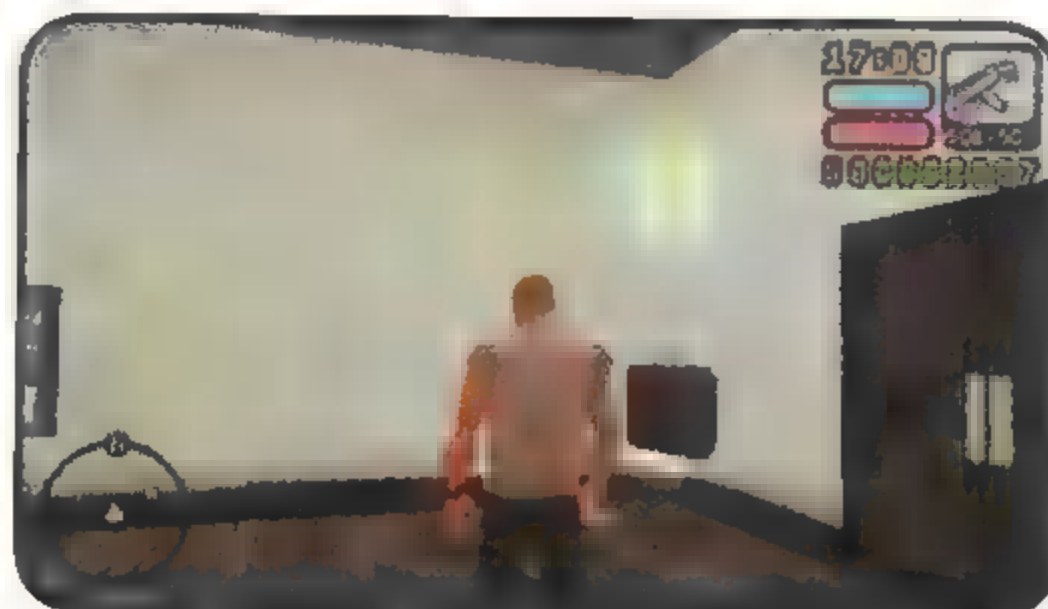
### Objectives:

- Collect the money.
- Arrive at the meeting point before the indicated time.
- Get the drugs.
- Take the drugs back to the drug warehouse.

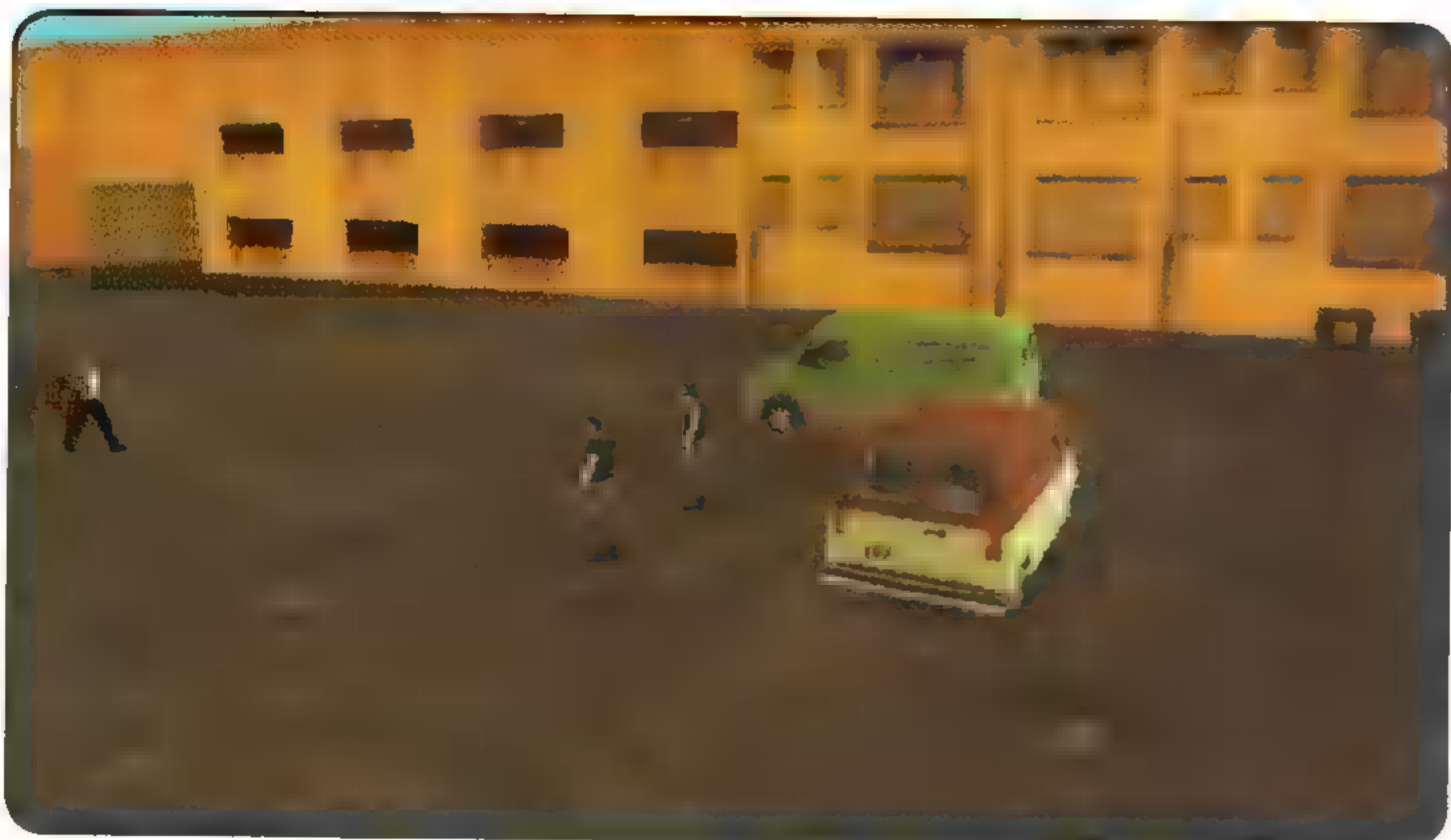
In the opening cinematic, a prearranged drug deal time is set and displayed. You're informed that you'll be buying drugs, and the meeting place is indicated. Your first objective is to get the briefcase of money (green blip) next to the exit of the Empire site you're in now.



Exit the building and follow the yellow blip to the meeting point. Enter the yellow halo. Many Drug Running missions have two meeting halos before the meeting occurs. One appears in the general area of the meeting, and the second is in a more secluded location nearby. Follow the yellow blip to the second halo to begin the deal.



A cinematic depicts how the deal goes down. It goes without a hitch in this mission. Enter the van with the blue marker over it. This is the van with the drugs. Take the drugs back to your Empire site, following the yellow blip on the radar. Pull into the yellow halo outside your site and collect the reward. Completing this first mission gives you the title Dealer.



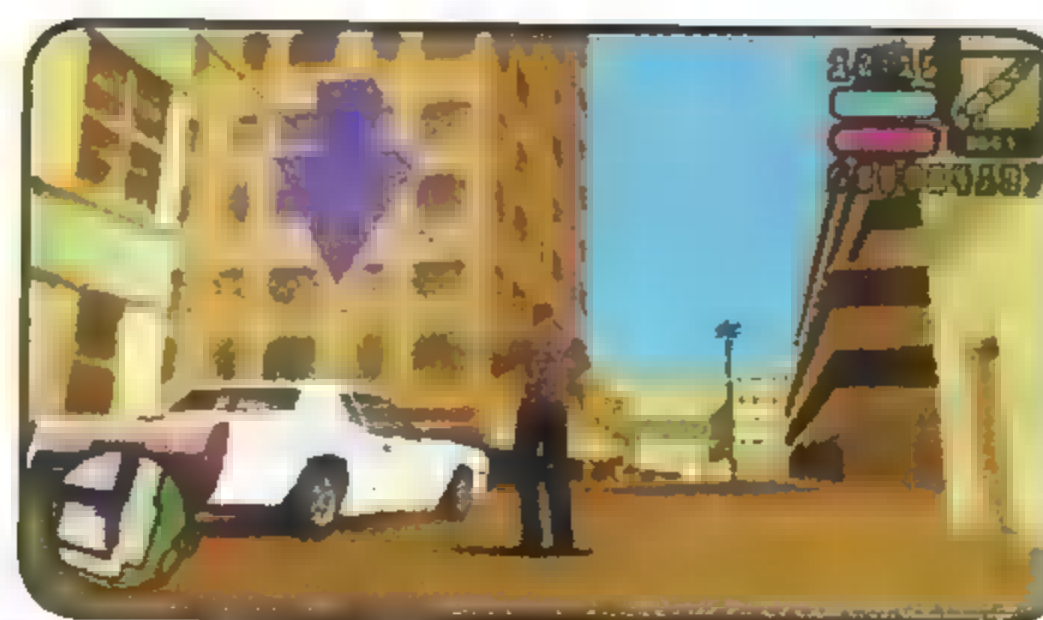
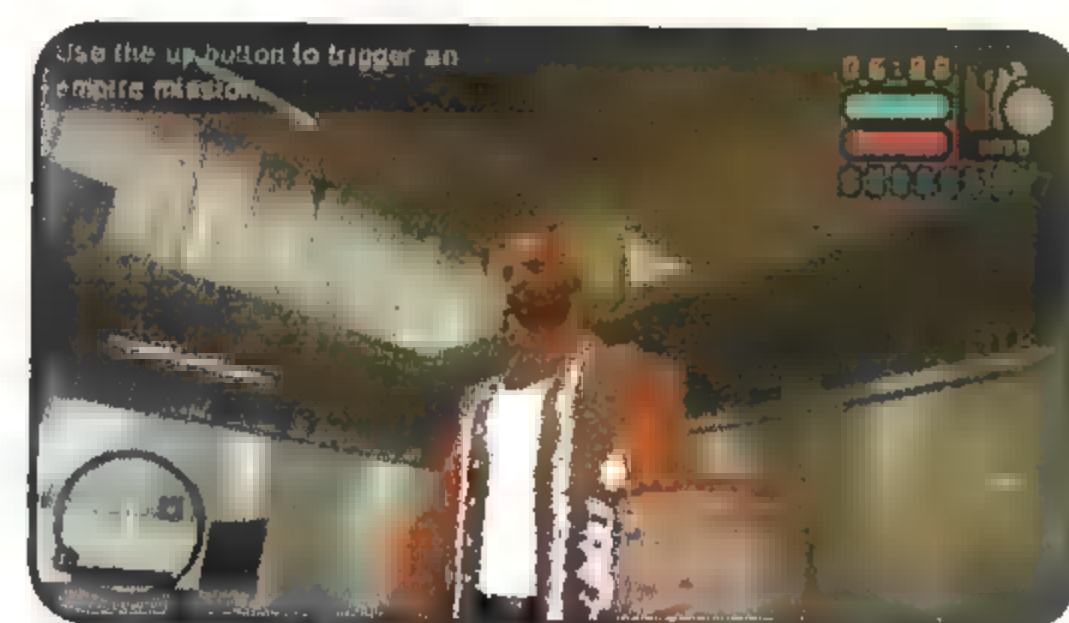
## MISSION 2: SELL HIGH

**Reward: \$1,800**

### Objectives:

- Enter the vehicle the drugs are in.
- Get to the meeting point in the time allotted.
- Kill the dealers.
- Get the drugs.
- Take the drugs back to the drug warehouse.
- Watch out for the dealer's reinforcements.

You're given a set amount of time to get to the meeting. This is indicated in the opening cinematic. Exit the building and enter the vehicle with the drugs (it has a blue arrow over it). You have a set amount of time to get to the meeting point. This time is calculated based on the difficulty of the mission and your distance from the meeting point. Follow the yellow blip to the first meeting point halo, remain in the vehicle, and drive to the final halo.



In a cinematic, you learn that this is a "steal" scenario. The buyers, two dealers with red arrows over their heads, turn on you and attack. Your objective is to kill them. Quickly select a shotgun or assault rifle and gun 'em down. The deal is a flop. Get back in your vehicle with the drugs and head back to your drug site.

You're warned to be on the lookout for the dealer's reinforcements along the way. Banshees with two occupants each are spawned along your route, no matter what route you choose. If you drive fast without stopping, you may not even see the enemy. They're not a serious threat in this mission. Do *not* try to take them out. Just avoid them and get to your site without blowing up the car. If the car is destroyed, you fail the mission.







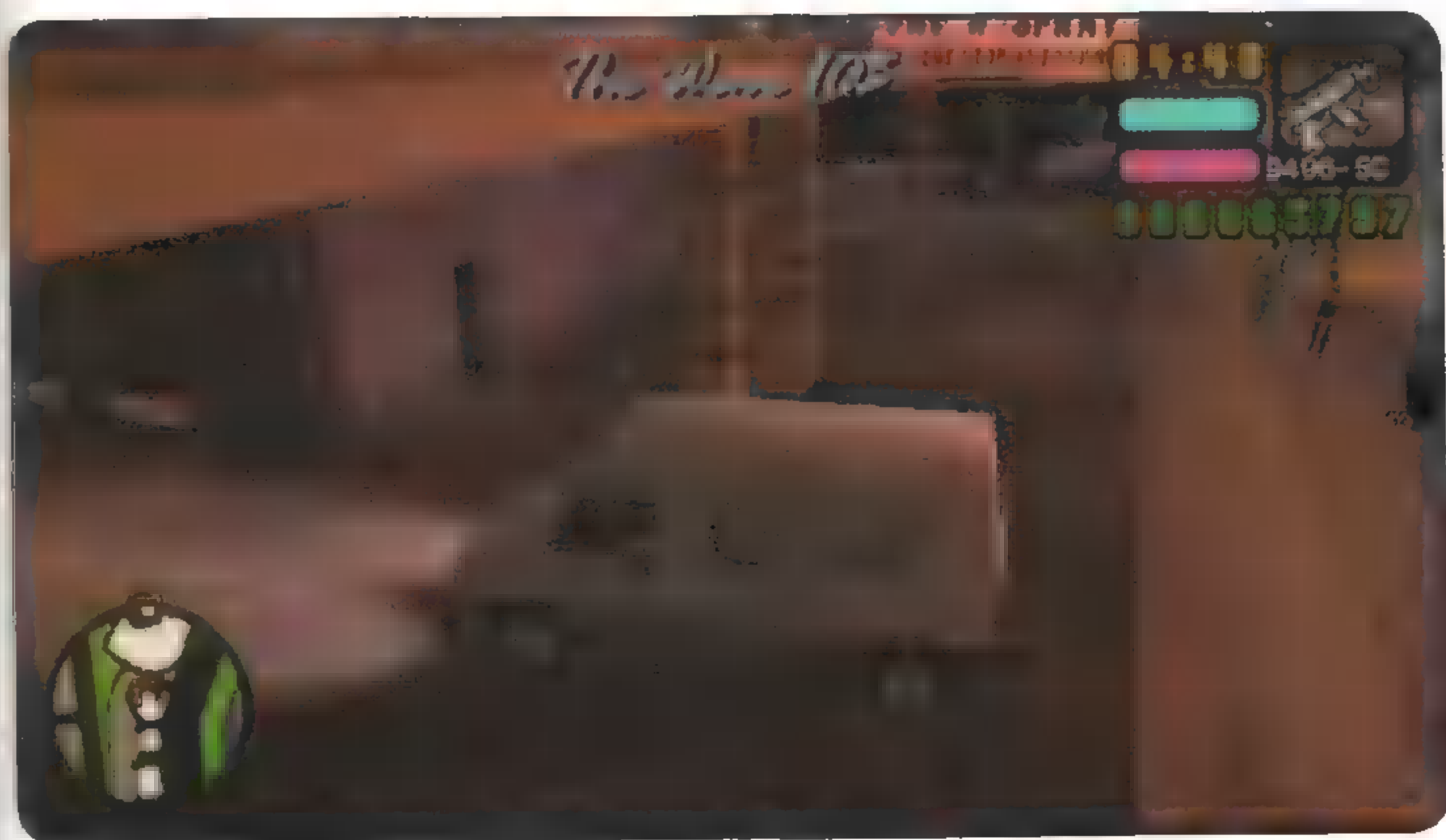
### MISSION 3: BUY BLOW

**Reward: \$2,200**

**Objectives:**

- Collect the money.
- Get to the meeting point before the indicated time.
- Get the drugs.
- The DEA were monitoring the deal. Look out!
- Take the drugs back to the drug warehouse.

In a cinematic, a prearranged drug deal time is set and displayed. Take the briefcase near the exit and go outside. Enter both yellow meeting point halos. The deal goes great. Get into the drug van. A three-badge Wanted Level is given. Speed to the nearest Pay 'n' Spray—hitting any easy-to-find police bribes along the way—to get rid of the cops. Then follow the yellow blip back to your drug Empire site.



### MISSION 4: BUY BLOW

**Reward: \$2,400**

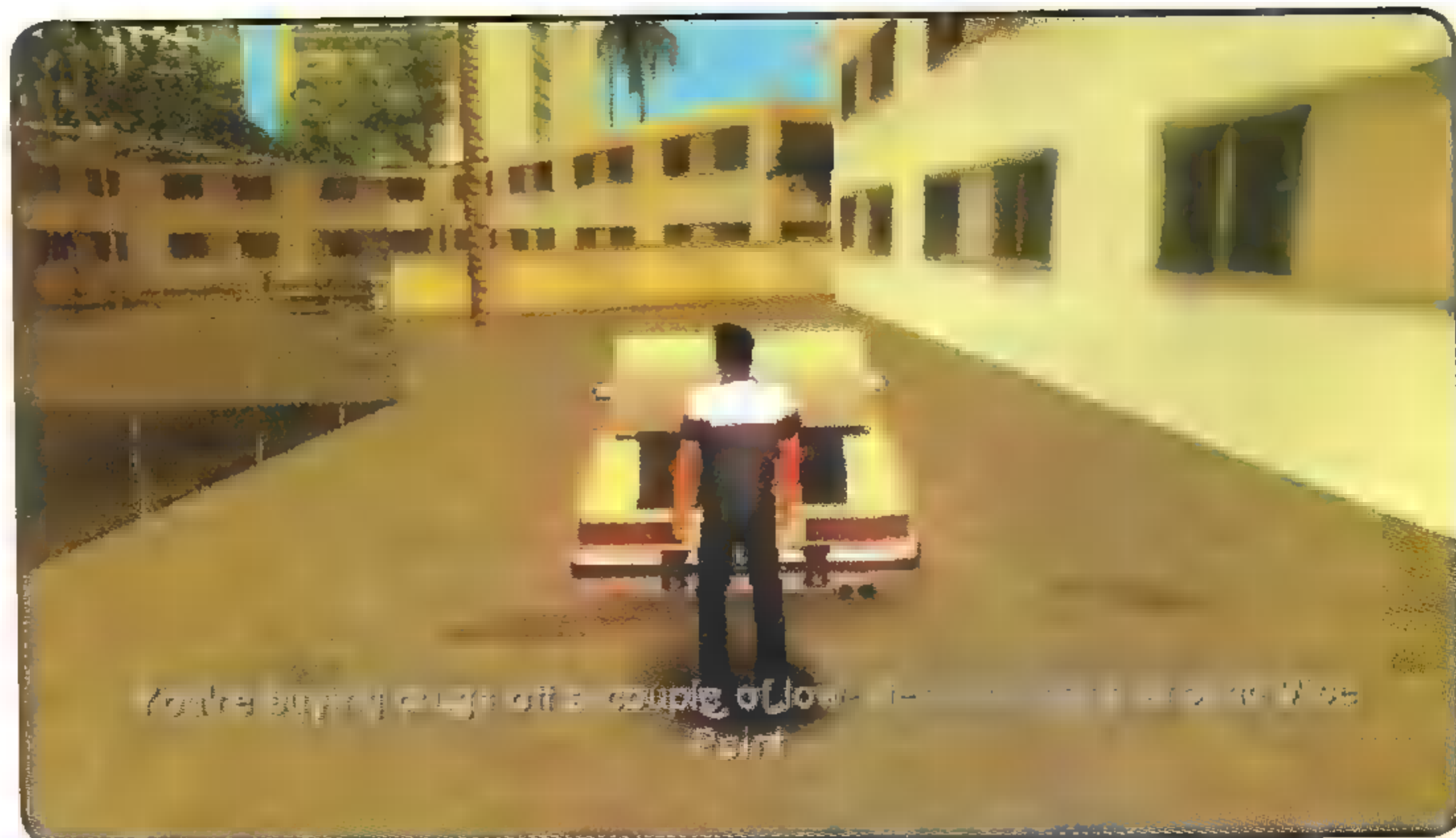
**Objectives:**

- Collect the money.
- Get to the meeting point before the indicated time.
- Get the drugs.
- The stuff is fake; kill the dealers.
- The DEA was monitoring the deal, so look out!
- Pick up the money.
- Take the money back to the drug warehouse.

Collect the money by the front door and exit the site. Get to the meeting point in the time allotted. Drive through the meeting point halo. The deal goes smoothly. But when you enter the car, you learn that the stuff is fake. You must kill the dealers. They appear as a single red blip on the radar; they're riding together. You're also given a two-badge Wanted Level. The DEA was monitoring the transaction.



If there are any police bribes on your way to the dealer, drive through them. Otherwise, avoid the cops and their small Wanted Level, and drive-by shoot the dealers' car until they bail out. Shoot both dealers (red blips on radar and red arrows overhead). One drops the money. Pick up the briefcase (green blip on the radar and green arrow overhead) and take it back to the Empire site. Stop by a Pay 'n' Spray along the way to get rid of the cops.





## MISSION 5: SELL HIGH

**Reward: \$2,300**

### Objectives:

- Get in the vehicle with the drugs.
- Get to the meeting point in the time allotted.
- Grab the money.
- Get the drugs.
- Take the drugs and the money back to the drug warehouse.



The drug deal goes smoothly until you're attacked by rival gang members. They kill the dealers, and the briefcase of money is dropped. Kill the attacking gang members and take the briefcase. Enter the

vehicle with the drugs in it that you drove to the meeting. Take both the money and the drug vehicle back to the Empire site. You meet no resistance along the way, unless you incurred a Wanted Level during the shootout.

## SMUGGLING

**Becomes Available: High Empire**

**Business Vehicle: Sabre Turbo**

### DETAILS

The Smuggling business is much like the Drug Running business, except the merchandise is first acquired in a boat and then delivered on land to your business site. There are six different missions of varying difficulty and scenarios. Once you complete these six missions, the open-ended Smuggling missions are randomly picked from these six scenarios.

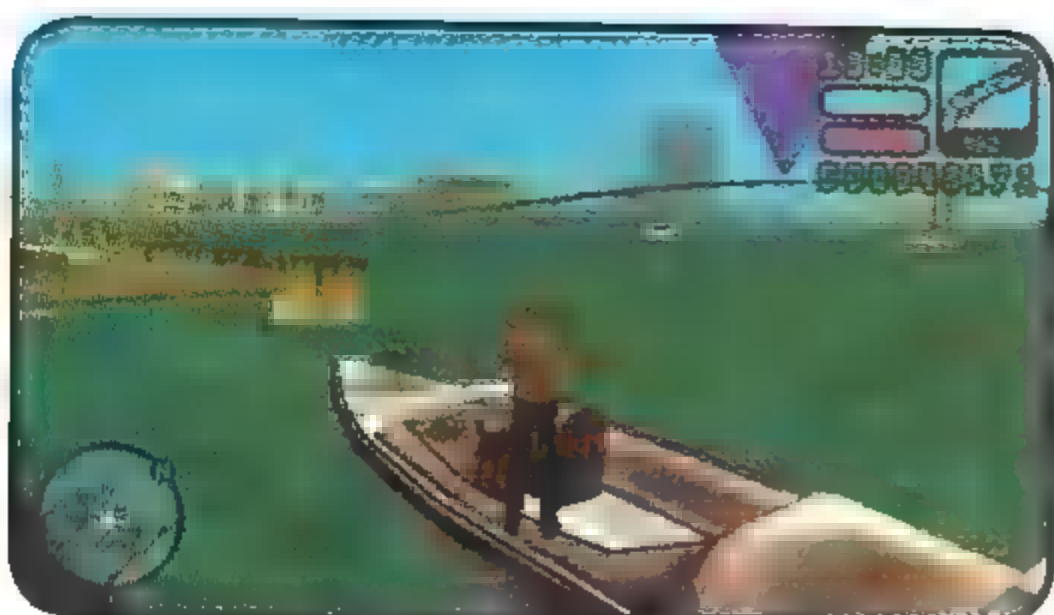


## MISSION 6: SELL HIGH

### Objectives:

- Get in the boat with the drugs.
- Get to the meeting point in the time allotted.
- Get to the jetty.
- Take the drugs and the money back to the drug warehouse.

The dealers set up a meeting point at sea. Exit the site and take a car to your boat with the drugs in it. Follow the blue blip to a nearby random jetty. Once you're on the drug boat, you receive the time allotted to reach the meeting point at sea. Follow the yellow blip to the meeting point. The deal goes smoothly. You must use the Jet Ski that was tied to the back of the drug boat to return to the jetty. Follow the yellow blip to the jetty, and then jack a car to take the drugs back to your site.



The mission completion rewards range from \$1,500 to \$5,000. You receive up to \$3,000 based on the difficulty of the mission, and an additional \$100 per missions completed, up to a maximum of \$2,000.



## Location Is Everything

The location of your business is never more critical to your success than it is in Smuggling. Not so much for getting to a random jetty with the boat you use to collect the merchandise, but more for the delivery after you have the goods. When you have a high Wanted Level and you must carefully drive the goods back to your site, you want that site to be close (see our Empire Guide map at the beginning of this chapter).





## MISSION 1: THE DROP

### Objectives:

- Get to the random jetty.
- Board the boat.
- Drive to the helicopter.
- Collect 15 packages before time runs out.
- Dock the boat at the jetty.
- Get in the truck.
- Get the truck back to base before time runs out.



All Smuggling missions have the same objectives. What sets them apart from each other is how easily the deal goes down. There may be rival gangs trying to beat you to the dropped goods, and sometimes they

attack you while this is happening. After picking up the goods, you may or may not have incurred a Wanted Level. If you have, you need to stop at a Pay 'n' Spray; every bump causes you to drop goods from the truck. The more goods you drop, the less money you make when you reach the site. If you lose all the goods, you fail the mission.

In the first Smuggling mission, everything goes smoothly. No rival gangs or police attention. You exit the site and follow the yellow blip to the random jetty where your boat is docked. As you approach, the yellow blip turns blue, and a blue arrow appears over your boat. Jump in the boat and follow the blue blip to the helicopter (in this mission, there is only one helicopter).



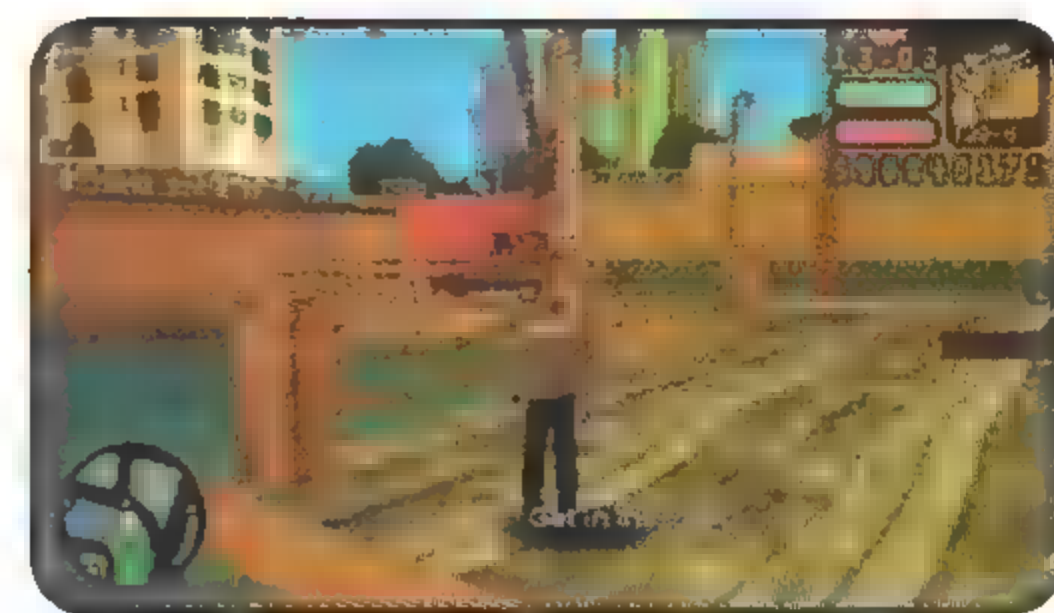
When you reach the helicopter, which is hovering low over the water in a random location, it begins to drop packages in groups of three. Your objective is to pick up 15 packages in 59 seconds. Each package you pick up adds three seconds to the clock. Watch the radar. The packages appear as green blips. Use sharp turns if you have to (press the R button), and tap the L button to snap the camera behind you afterward.



You fail the mission if the boat's destroyed, or if you fail to pick up 15 packages in time. Once you have all the packages, your objective is to deliver them to base (your Smuggling site). This is a timed challenge. The time given is random, calculated by your distance from the truck and the truck's distance from base. Quickly follow the yellow blip to a jetty near the parked delivery truck. Pull into the yellow marker at the specified jetty.



The truck is always parked near the jetty. Follow the blue blip to the truck with the blue arrow overhead. Enter the truck and follow the yellow blip back to base. Every time you hit something along the way, you drop a package out of the open back of the truck. Each dropped item means less money upon delivery. If you drop all the items, you fail the mission. So drive quickly but carefully.



Upon completion of this mission, you receive a monetary reward calculated by the number of packages you've delivered, and you receive the reputation of Mule. You don't receive your next reputation until you complete Smuggling mission 6.



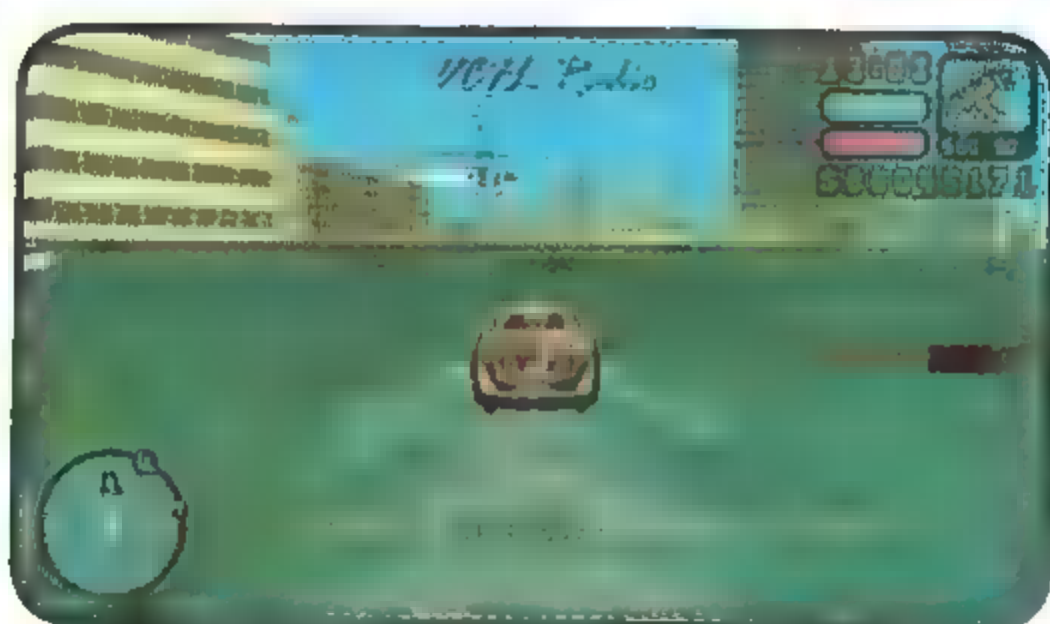


## MISSION 2: SUPPLY AND DEMAND

### Objectives:

- Go to the random jetty.
- Board the boat.
- Drive to the helicopters.
- Collect 15 packages before time runs out.
- Dock the boat at the jetty.
- Get in the truck.
- Drive the truck back to base before time runs out.

This mission is just like Mission 1: The Drop, only this time there are two helicopters dropping packages and two rival gang boats collecting your goods. The rival boats don't attack, so the only risk of damaging your boat is if you run into them, they run into you, or you run into other objects or civilian boats.



The challenge is getting enough packages, now that two other boats are picking up the dropped packages. The key is to watch the radar and go for packages away from the other boats. Try following a helicopter closely to get the packages as they drop.

If you destroy the rival boats, you have less competition, and the packages they've collected are dropped in a floating cluster. Quickly press **Q** to stand freely in the boat and nail one of the other boats with a rocket. You just have to make sure you do it quickly, because the clock is ticking. You can also recruit a single gang member before you leave base, drive-by shoot the rival boats, and the gang member in your party will join in for a quicker victory. Keep this in mind for later missions, because this mission probably doesn't require such extreme methods.

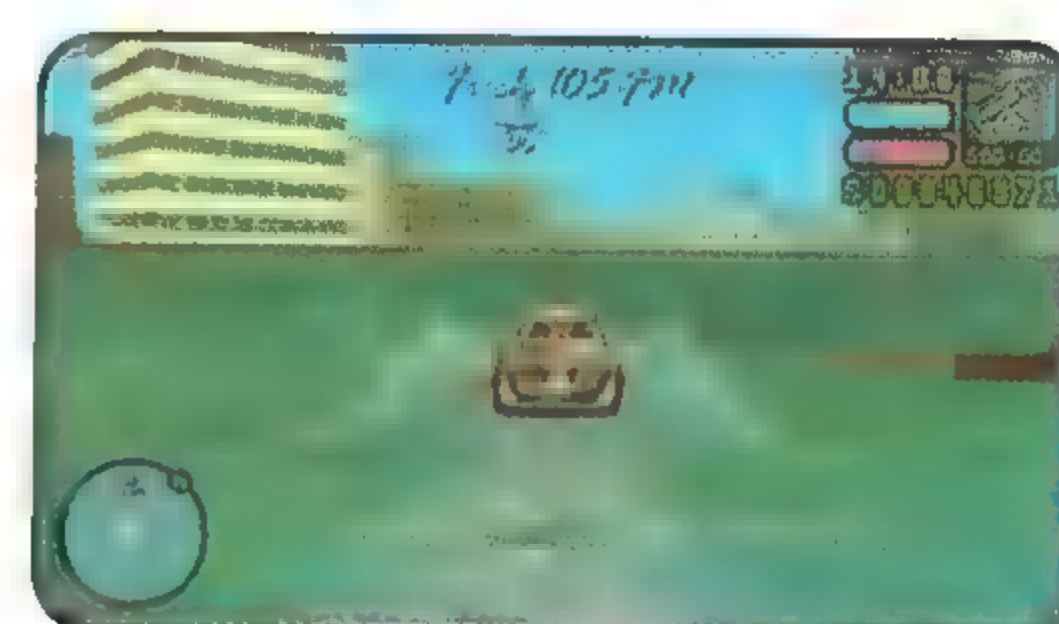
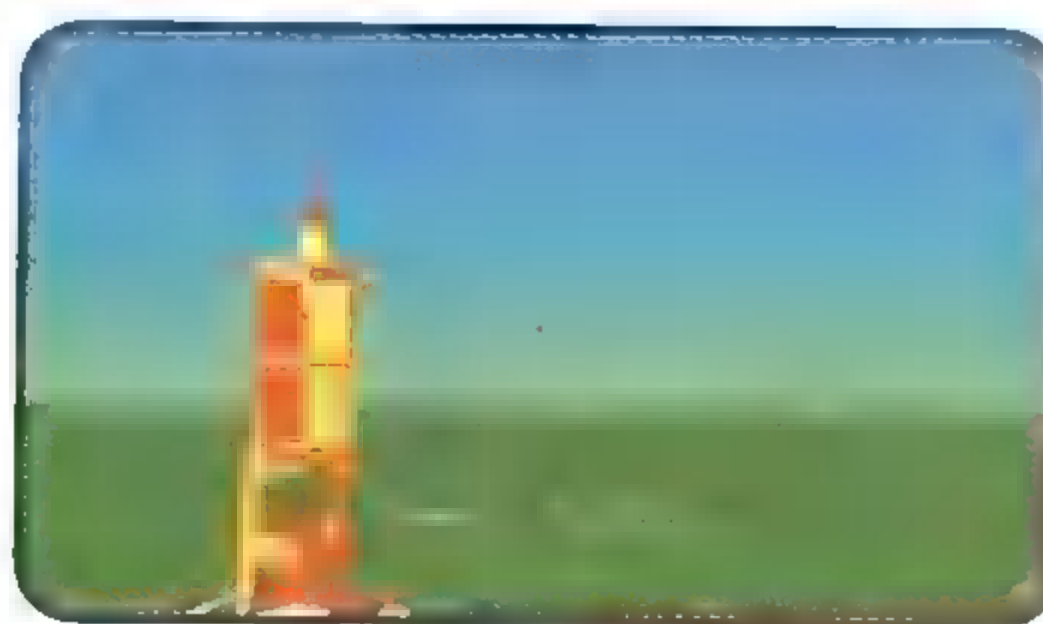


When you have the packages and enter the delivery truck, there's no Wanted Level or any gang members trying to stop you along the way.



## MISSION 3: THE DROP

This mission is like Mission 1: The Drop, until you arrive at the jetty and delivery truck. You incur a five-badge Wanted Level when you dock the boat. You need to gun down the cops around the truck, so they don't damage it or pull you out before you tear out of there. Having full Health, Armor, and an AK47 or M16 is highly recommended.



Stop at the nearest Pay 'n' Spray, if it's not farther away than the base. Pull out of the Pay 'n' Spray immediately, but be careful not to run over anyone in front of a cop, run over a cop, or hit a law enforcement vehicle. These things will bring back the full Wanted Level while the blue badges blink. Race back to base to complete the mission.

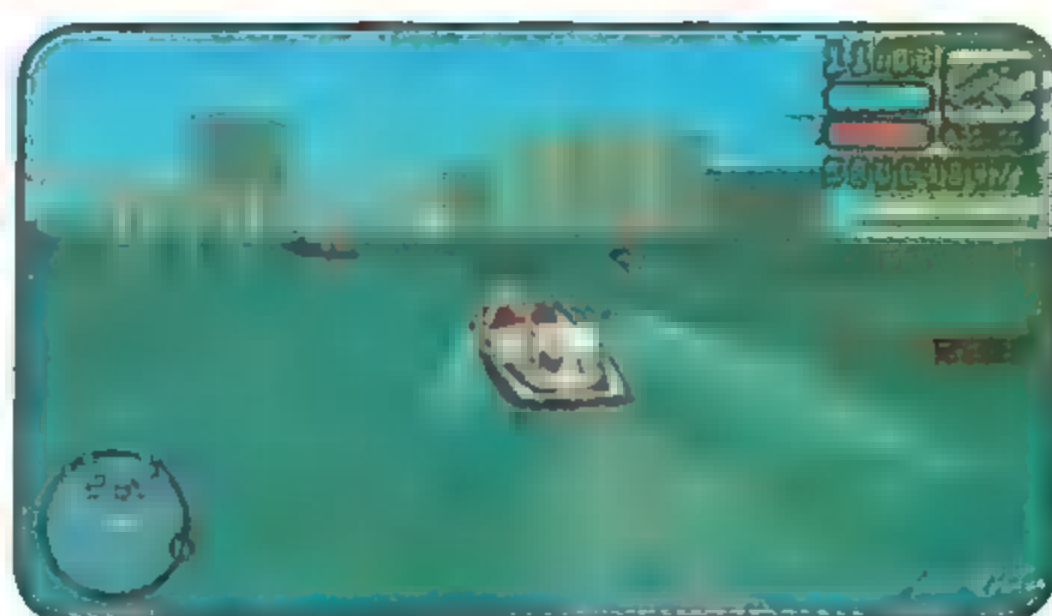






## MISSION 4: SUPPLY AND DEMAND

This mission is a combination of the second and third Smuggling missions. When you reach the helicopters, there are two rival gang boats picking up your goods. However, they still don't attack you. When you arrive at the jetty near the delivery truck, there are cops waiting for you. You have a five-badge Wanted Level. Take them down to clear your escape route, then hit the Pay 'n' Spray before heading back to base.

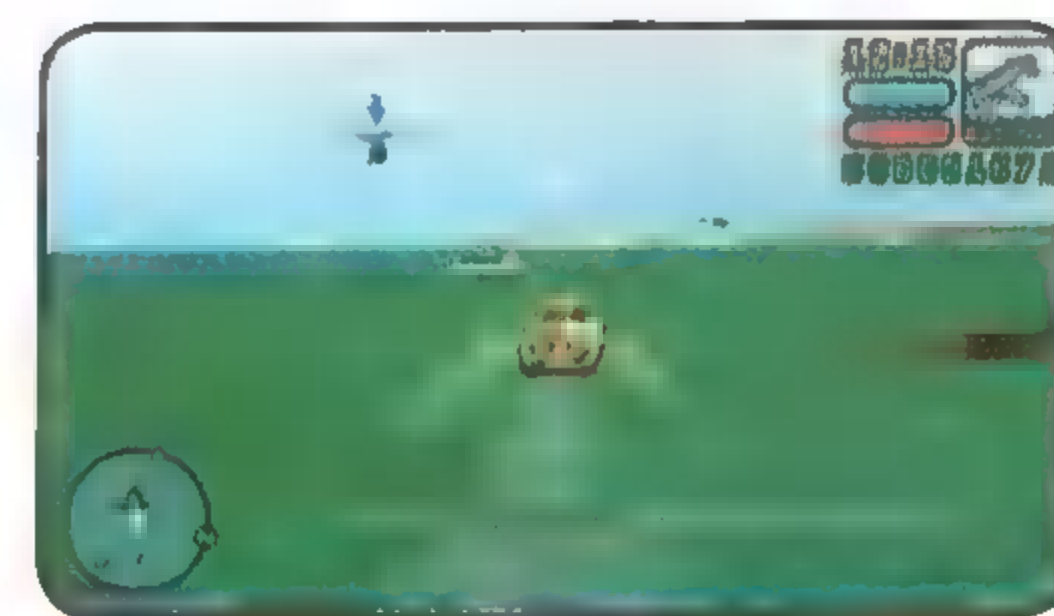
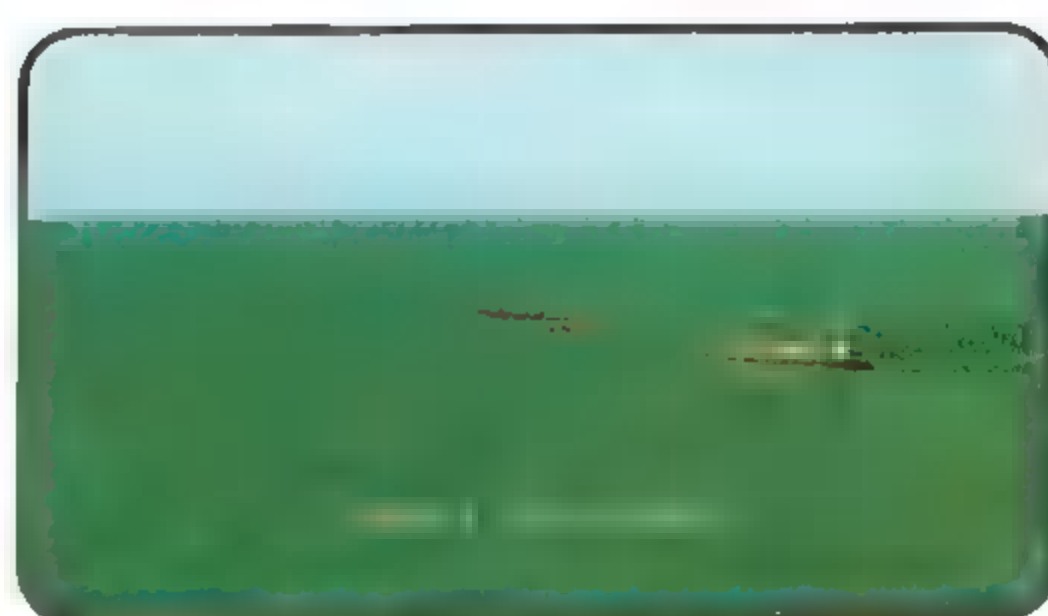


You can spot the nearest enemy boat on the radar and begin to steer away. If you're facing a group of boats, steer for the greatest distance between them. You can see the direction the boats are headed as you get

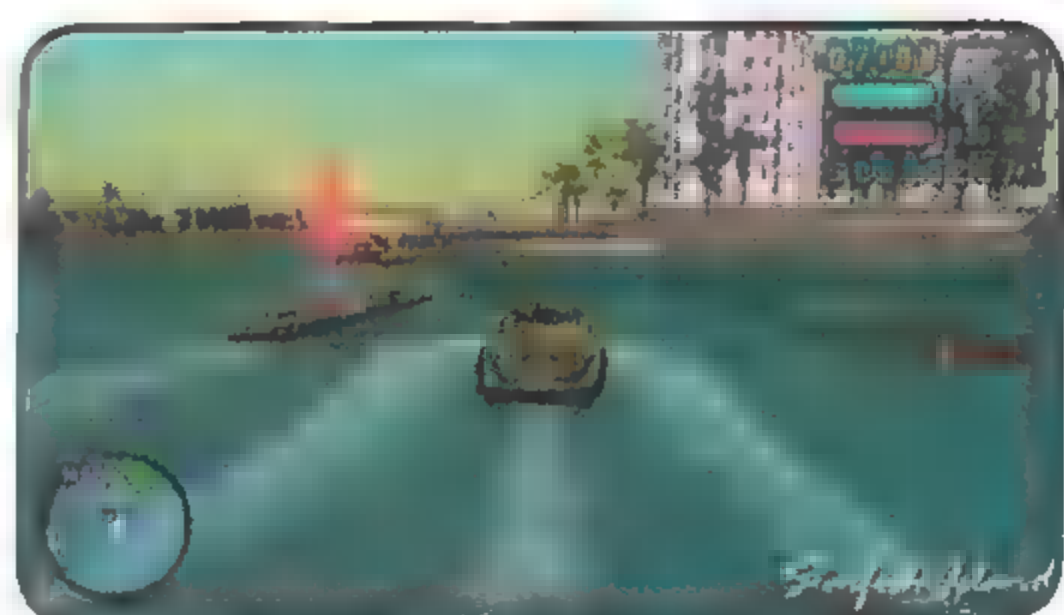
closer to them and actually get a visual on them. Make an extreme opposing directional change to get by them. As you know, turning a boat around and then catching up is difficult, just as it is for the enemy. If you get close to the rival boats, their gunfire will severely damage your boat. If your boat is destroyed, you fail the mission. Once you get to the delivery truck, it's smooth sailing back to the base—no Wanted Level.

## MISSION 6: WAVE GOODBYE

This mission is like Supply and Demand missions. When you arrive at the helicopters (usually located south of the airport), you must collect 20 packages. There are two rival gang boats picking up your packages and attacking you whenever you get near. This is when you bring a gang member with you, or a rocket launcher, as described in Mission 2: Supply and Demand. If you're having difficulty here, refer to our tactics for that mission.



## MISSION 5: THE DROP



This mission is like Mission 1: The Drop until after you pick up the 15 dropped packages. (The package pickup location is usually south of the airport, no matter where your base is set up.) The rival boats still don't

attack you while you're collecting the packages. However, when you head toward the jetty to reach the delivery truck, rival gang boats try to stop you.



You must avoid the rival gang boats, which appear on the radar as red blips. The rival gang owns many different styles of boats, so watch out for the ones with the pink arrows over them. It's not too hard to avoid

boats in the wide-open sea; it's when you need to enter a narrow channel that it becomes challenging.



There are no rival gang boats trying to stop you on the way back to the jetty and delivery truck. However, once you arrive at the truck, you incur a five-badge Wanted Level. Clear the cops away from the delivery van, and get to the nearest Pay 'n' Spray before heading back to base.



After completing this mission, you earn the reputation of Pirate Captain. From here on out, all Smuggling missions will be randomly selected from the previous six missions.

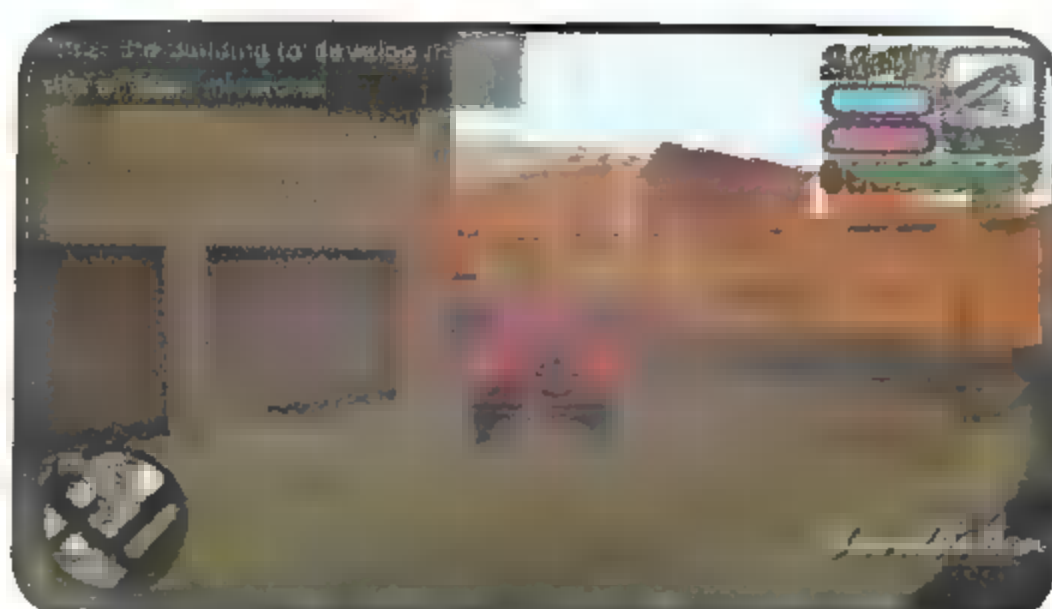


## ROBBERY

**Becomes Available: High Empire**

**Business Vehicle: Landstalker**

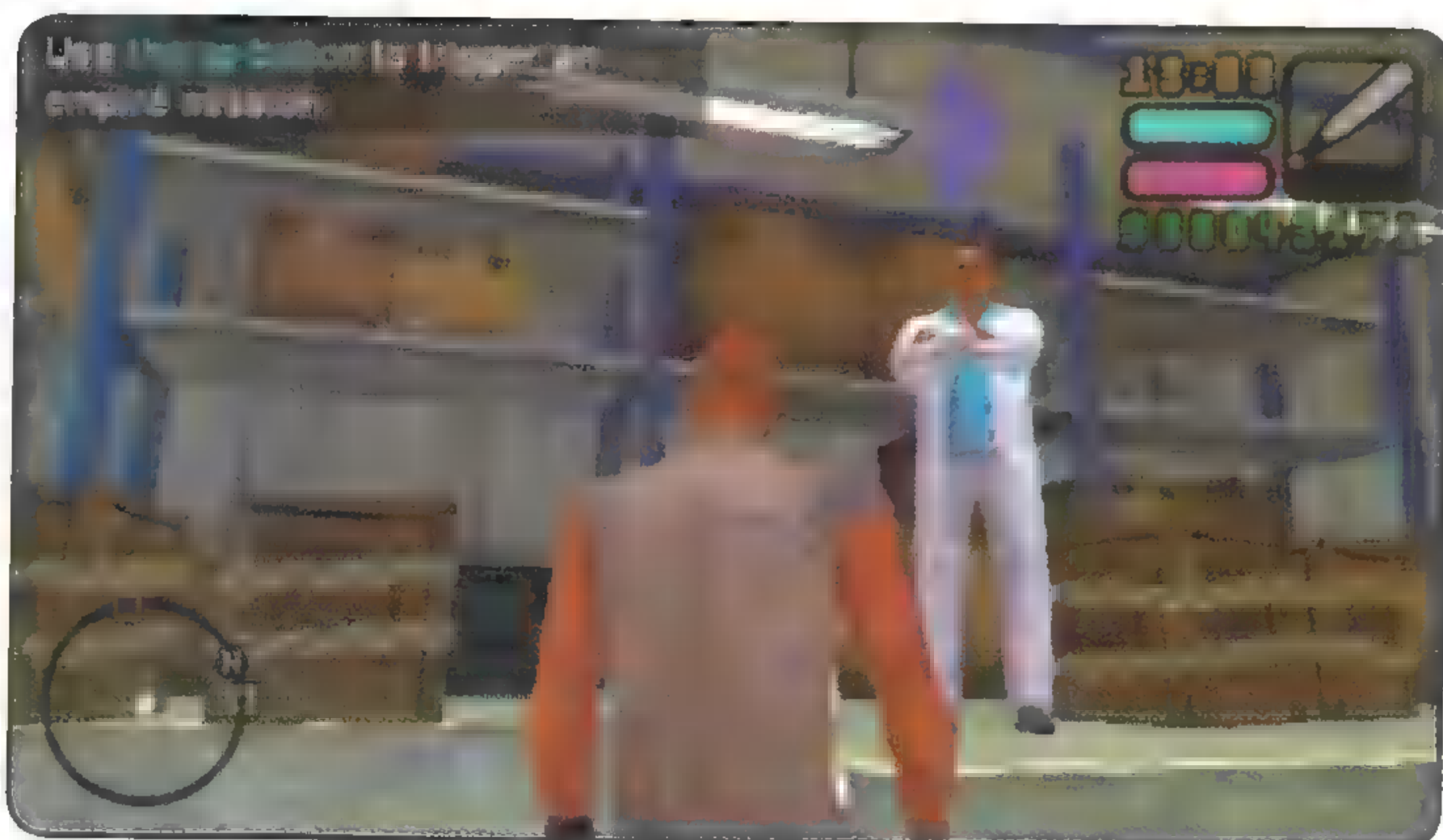
### DETAILS



In Robbery missions, you must either damage a target vehicle, kill a courier, steal the briefcase he's carrying, and then bring it back to base; or hijack a money truck and return it to base. You must complete either mission

before the target vehicle arrives at a specific destination.

There are many variables involved: how many convoy cars protect the target vehicle, how many enemies are inside each vehicle, what weapons they have, how fast the vehicles travel, how much health the vehicles have, whether it's a land- or water-based mission, and where the target vehicle starts and ends.



The first six missions have preset variables, but afterward the missions are totally random.

The amount of cash awarded for successfully completing a mission is dependent on how difficult it is. For example, a mission with two convoy escort vehicles awards more cash than a mission with just one convoy escort vehicle.

## MISSION 1: THE BRIEFCASE COURIER

**Reward: \$1,600**

### Objectives:

- Stop the courier's vehicle before it reaches its destination, without destroying it.
- Kill the courier.
- Collect the briefcase.
- Take the briefcase to your Empire site.

Follow the red blip on the radar to the stationary courier's vehicle. You can damage the vehicle by any means you dream up, just as long as you do not destroy it. When you reach the courier, the target vehicle (with the red arrow over it) takes off. Ram it or shoot it drive-by style until the occupants bail out. You cannot open the doors and pull them out; they must jump out voluntarily.



While you're attacking the courier's vehicle in this first mission, one enemy gang car tries to defend the courier. At this stage, this vehicle is not much of a threat; there are only two guys inside, and they shoot small-

caliber submachine guns. They also ram your vehicle or try to run over you.

Once you've damaged the courier's vehicle enough to make him jump out, your next objective is to kill him. Run over him or shoot him drive-by style. He appears as a red blip on the screen and has a red arrow over his head. He often sprints from the car and tries to escape on foot. Once the courier is dead, he drops the briefcase. This appears as a green blip on the radar and map, and has a green arrow over it. Pick up the briefcase and deliver it to the Robbery site where you picked up the mission (follow the yellow blip).







If you killed the courier's defenders, you meet no resistance on your way back to the site. Completing this first mission earns you the reputation of Larcenist.



## MISSION 2: THE MONEY TRUCK

**Reward: \$2,400**

### Objectives:

- Stop the money truck before it reaches its destination, without destroying it.
- Get in the money truck.
- Drive the money truck back to your Empire site.

As soon as the mission begins, check the map and find the red blip indicating the money truck. Also locate its destination by finding the yellow blip. The money truck doesn't always take the same route to this destination, so it's difficult to set up an ambush location between points. This depends on the area of town. There may be only one road to get to the destination, and you can set up an ambush. A good ambush involves a rocket launcher, not to destroy the money truck but to take out its entourage. Don't be surprised if the vehicles running blockade aren't destroyed by one or even a few rocket blasts. These vehicles have varying amounts of armor.



On the first level, you can shoot the armored truck with a clip of AK-47 rounds as it approaches you, and the driver will bail out. The money truck is protected by only one enemy gang car. Just ignore it and

lay into the money truck. The moment one of your bullets hits the money truck, you receive a two-badge Wanted Level.

When the driver bails, jump into the money truck and take it back to base. If the money truck is destroyed, you fail the mission. Because the condition of the vehicle is important and you have a Wanted Level, it's not a bad idea to stop at the nearest Pay 'n' Spray.



## MISSION 3: THE BRIEFCASE COURIER

**Reward: \$3,100**

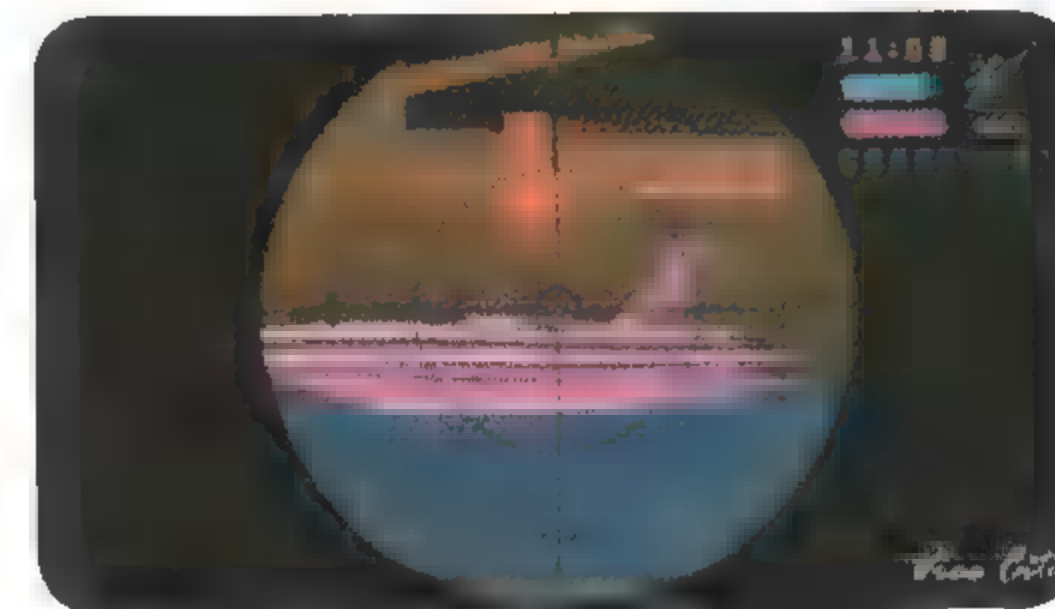
### Objectives:

- Get a boat.
- Stop the courier's vehicle before it reaches its destination, without destroying it.
- Kill the courier.
- Collect the briefcase.
- Take the briefcase to your Empire site.

This mission is similar to the first one, but it takes place on water. Follow the blue blip to your boat, which appears at a random jetty. There you receive the next objective: Stop the courier's vehicle before it reaches its destination, without destroying it. Follow the red blip on the map to the courier's boat.



An ambush at sea is much easier to plan and set up than one on land with different road options. Stop the boat a good distance from the approaching courier. Use a rocket launcher to take out any obvious boats guarding the courier. As soon as you attack the courier's boat, other boats attack from what seems like out of nowhere. Blow 'em out of the water quickly so you can take the boat's controls and chase the courier's boat.



## Bailing Out & Pirating

If your boat burns, all is not lost. Jump out and swim to the nearest one. You can't board an occupied boat by pressing ; you must press and hold to pull yourself on board. If it's an enemy boat, quickly shoot the passengers.







to pick off the occupants in the courier's boat without damaging the boat any more.

The briefcase appears inside the courier's boat. Board the boat and move around until you've picked it up. Take the courier's boat, or swim to a less damaged boat nearby, and follow the yellow blip back to your Empire site. You have to dock the boat at the nearest jetty or ramp, or dry dock it on land somewhere. Grab a vehicle and return the briefcase to the Empire site. It's possible that you've earned a one-badge Wanted Level. Not a big deal; stop in at a nearby Pay 'n' Spray if you need to.



## MISSION 4: THE MONEY TRUCK

**Reward: \$4,300**

This is just like Mission 2, only the money truck and the two gang cars protecting it are more durable. The gang cars are full of submachine gun-toting gangsters and can withstand two rockets each! *That's durable.* You receive a two-badge Wanted Level on your initial attack on the money truck. Hit the Pay 'n' Spray and head to base.



## MISSION 5: THE BRIEFCASE COURIER

**Reward: \$4,800**

This is a water mission, similar to Mission 3. It's the same concept, only the gang boats are more aggressive and you receive a four-badge Wanted Level when you attack the courier's boat. Destroy the guard boats with a rocket, and then catch up to the courier's boat and attack it with drive-bys until it stops. Use free aim to pop the heads sticking out of the boat, so as not to damage the boat. Jump aboard, get the briefcase, go to a pier near your Empire site, and jack a car. Drive into a Pay 'n' Spray to lose the Wanted Level, if it's no farther than your base.



## MISSION 6: THE BRIEFCASE COURIER

**Reward: \$6,100**

This is like Mission 4, except the briefcase is being transported in a car instead of a truck. The enemies are that much more resilient, and you receive a four-badge Wanted Level when you attack the courier's vehicle. The cops are seriously aggressive; a Pay 'n' Spray is in your near future. Completing this mission gives you the reputation of Heist Meister. Every mission following this one will be one of these previous missions, randomly selected.





# CHAPTER 2





## LANCE VANCE

## LIVE DRIVE

**Overview:**

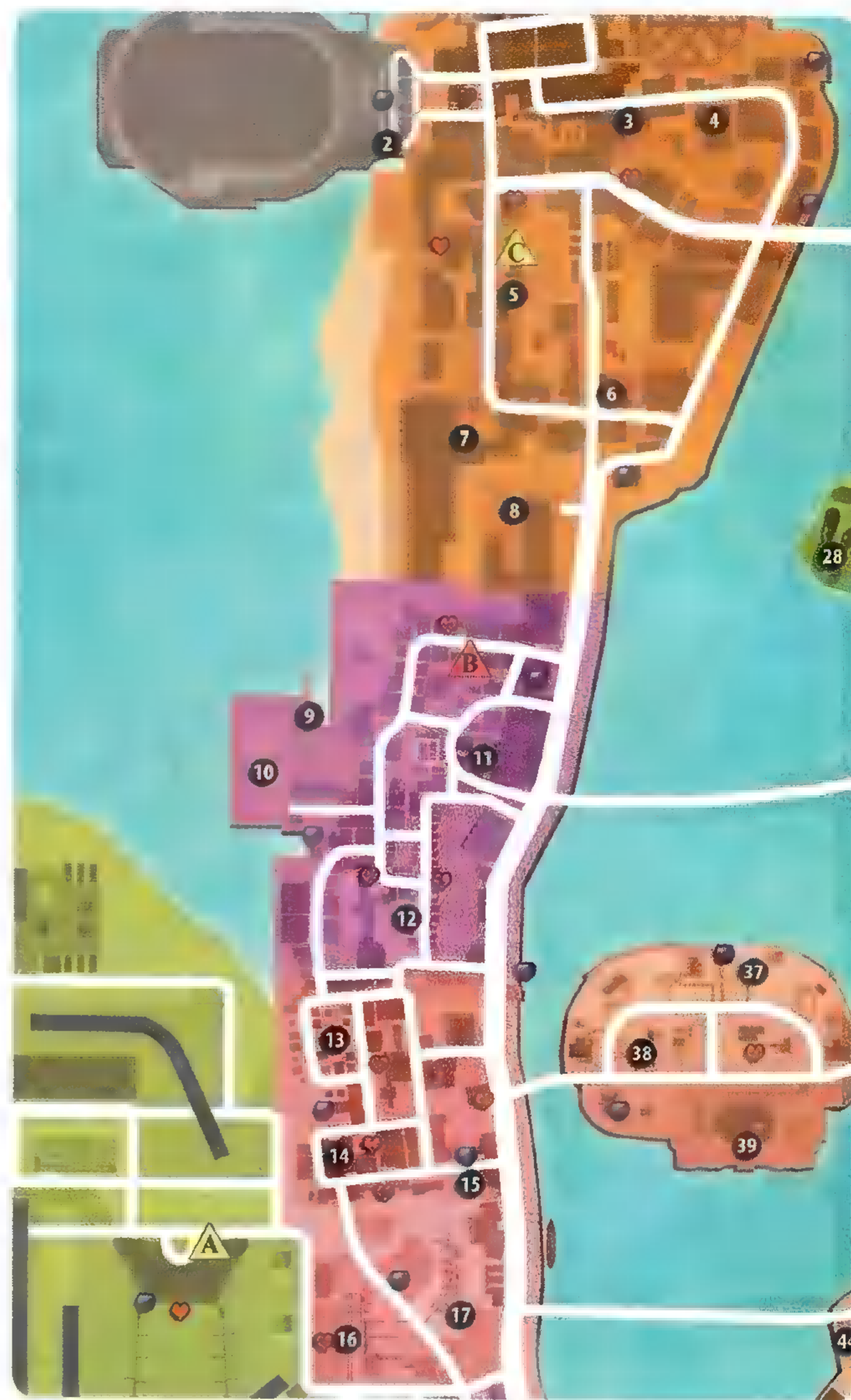
At the beginning of what is referred to as "Low Empire," Vic's brother Lance arrives in town. Pick him up at the airport. The meeting outside the terminal is classic. After the boys argue like brothers usually do, they temporarily settle their differences and decide to work together.

**Objectives:**

- Fight the attacking Cholos while Lance drives.
- Defend Lance from the remaining attackers.
- Take Lance back to his hotel.

**Reward: \$1,000**

- A. START (AIRPORT TERMINAL)
- B. CHOLO ALLEY SHOOTOUT
- C. LANCE'S HOTEL



## TIPS

## REUNION

The moment you've been waiting for... the reunion of Vic and his brother, Lance Vance from the original Grand Theft Auto: Vice City. During the course of the game, you witness the growth of Lance Vance. You see him evolve from an uninspired lowlife with no real plans to the big shot lowlife just before becoming Tommy Vercetti's notorious sidekick. The brothers' reunion begins in a war of words and ends up with hugs and teasing. The good times are cut short, however, by a surprise Cholo attack.



## FIGHT OFF THE ATTACKERS WHILE LANCE DRIVES

You're given a Micro SMG with unlimited ammo. You ride shotgun and shoot drive-by style—without the hassles of the usual combination of button presses associated with this type shooting. You have full 360-degree firing freedom. Just aim the reticle at your enemies with the analog stick and fire. Your vehicle's damage meter appears on screen. If it fills completely, the car is destroyed and the mission is failed.







The Cholos are the enemy. They appear in cars and on foot with pink arrows overhead, making it easy to spot them in the distance. Begin the mission by attempting to take out both pursuing Cholo gang cars

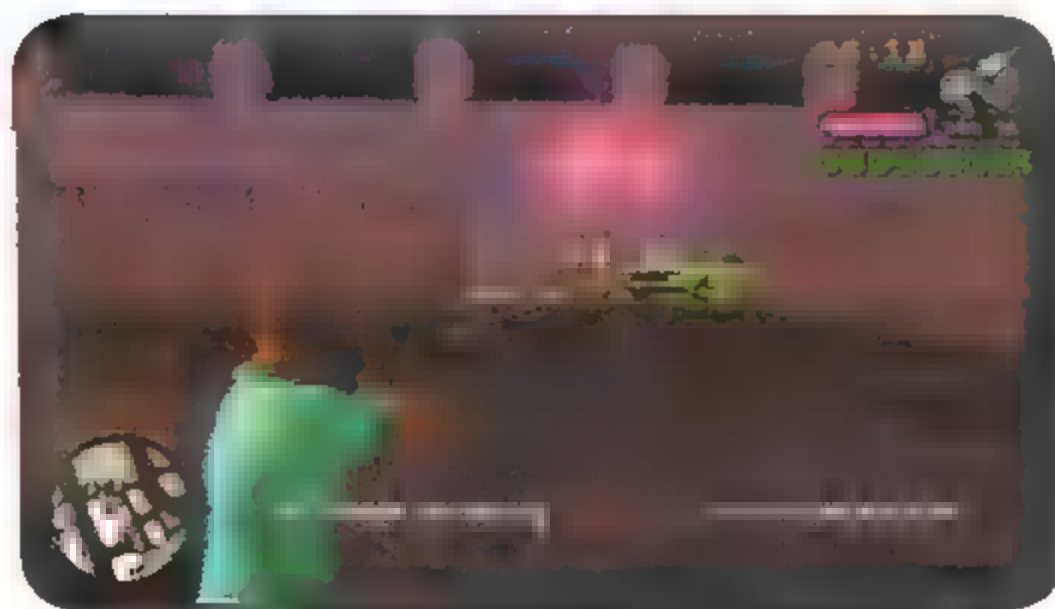
before they do your car much harm. They appear to the left just as you leave the terminal. Afterward, concentrate more on targets that are ahead of you. Don't worry about missed targets you've passed; they're not as threatening as those that lie ahead.

Press the L button to fine tune your aim. This slows the reticle, making it easier to get a fix on smaller targets or large ones in the distance.



## KILL THE REMAINING ATTACKERS AND PROTECT LANCE

After the last big jump, the Cholos catch up to you and the mission becomes a gunfight on foot. Lance's health meter replaces the vehicle's damage meter on screen. If Lance dies, the mission is failed. Do not rely on him to take out any of the attacking Cholos; take matters into your own hands. You'll find that not relying on Lance for anything is a recurring theme throughout the game. Use the auto-targeting feature and a submachine gun. Take out one Cholo at a time and scroll through the remaining targets while continuing to move and draw fire away from Lance.



You will have fought about 10 Cholos before the last one hits the ground at the end of this skirmish. The Cholos do not only appear at the large entrance where you saw the cars skid into position. You should also keep an eye out for Cholos arriving behind you on your left when facing the main entrance. There are three points of entry into the lot. Use the dumpsters for cover. Keep moving

and shooting until all of these enemies are dead. Look for the pink arrows floating over them to spot those who remain hidden behind walls.



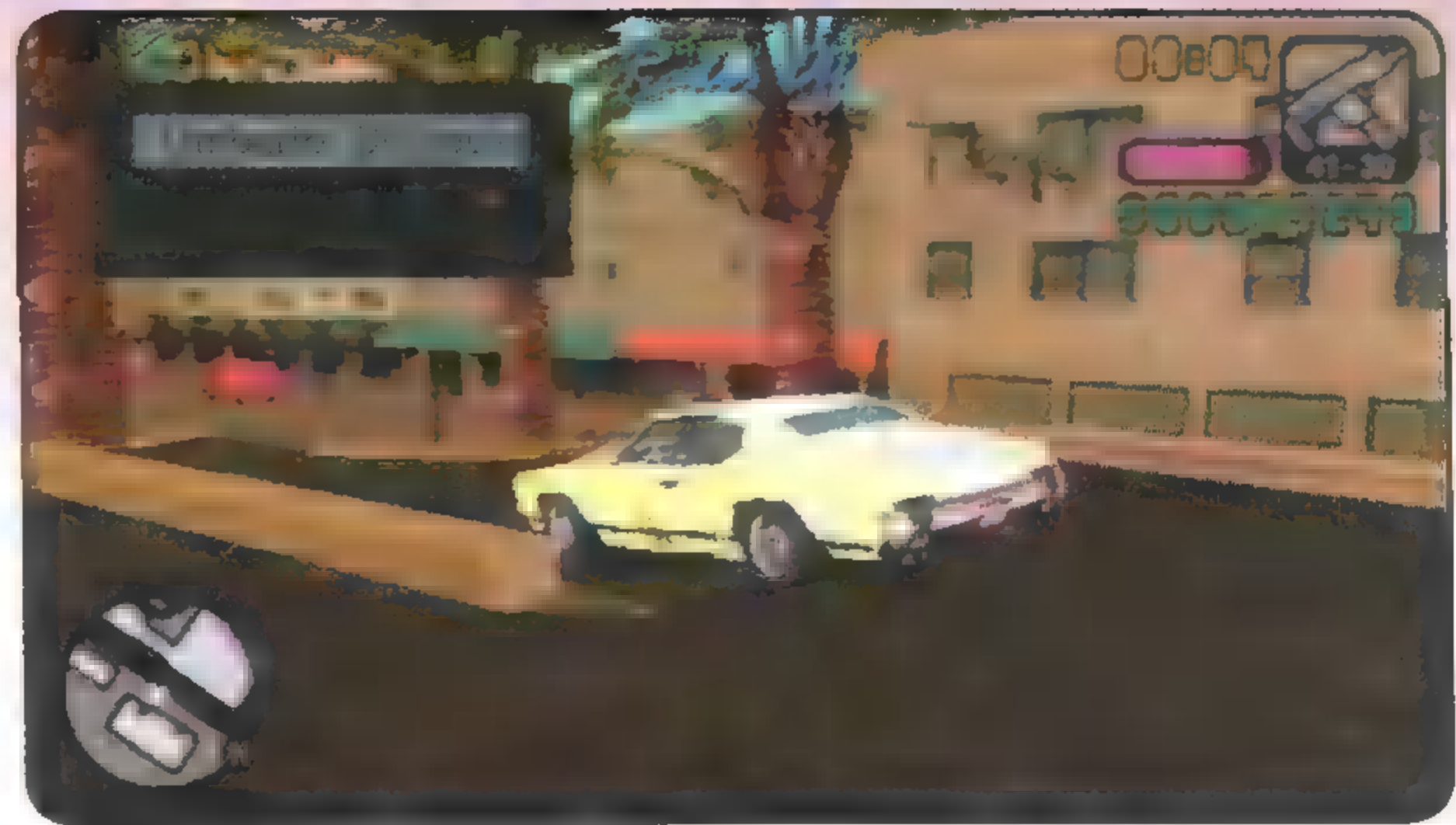
## TAKE LANCE TO HIS HOTEL

Once all the Cholos have been dealt with, you must take Lance to his hotel. This gun battle usually attracts cops, so you could have a two-badge Wanted Level by the time the last Cholo drops. Collect the dropped weapons and money, then take one of their vehicles to the nearby Pay 'n' Spray. Follow the yellow blip north to Lance's hotel in the Downtown district. It's a lavish place, and one you soon discover you're paying for. Oh, brother!



## FINGER MESSAGE

Umberto Robina pages you after completing this mission. He's heard that you're running Marty's gang now and he needs to see you. This opens the Umberto Robina mission strand in Little Havana.



## Available Missions

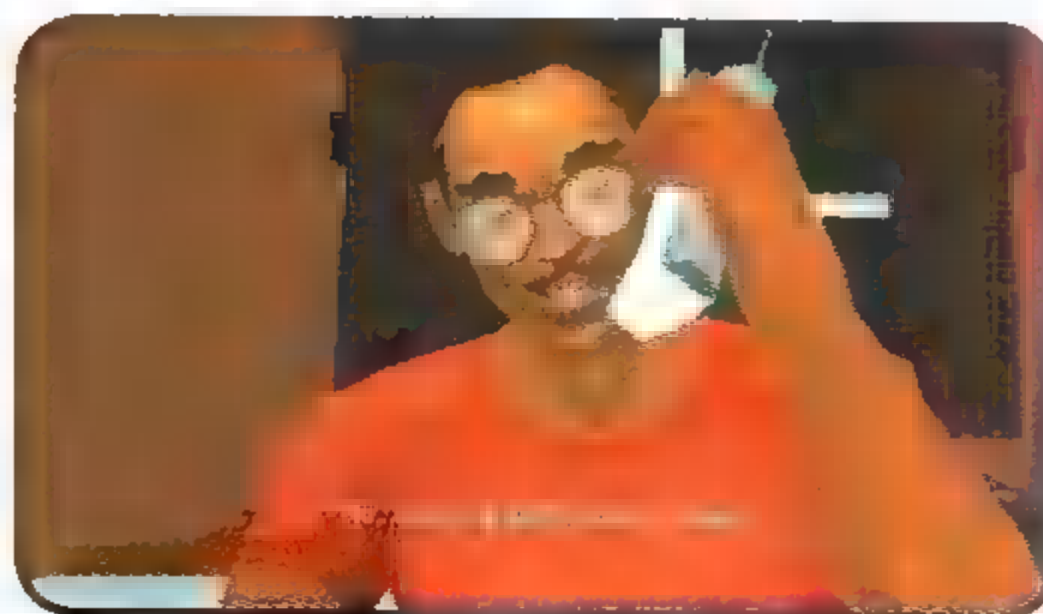
At this point, you can no longer continue with the Lance Vance mission strand. The Umberto Robina and Louise Cassidy-Williams mission strands are available, though. Page back to this section when you need help with Lance Vance's missions, continuing with "The Audition."



## THE AUDITION

### Overview:

Lance has made contact with Bryan Forbes. Forbes will call Lance on the payphone inside the nearby King Knuts restaurant at 1:15 am. Forbes' car has been towed to the impound lot and will be destroyed at 6:15 am. Vic and Lance must get Forbes' car back before it's too late.



### Notes:

Load up with full Armor and Health before taking this mission. Also, have an M16 or AK47 (rooftop of Downtown Police Station) to be adequately strapped for the gunfight in the impound lot. The mission is failed if: Lance dies, you go too far from Lance in any part of the mission where Lance should be in your party, Forbes' car is destroyed, or if you go too far away from Forbes' car after retrieving it from the impound.

### Introduces:

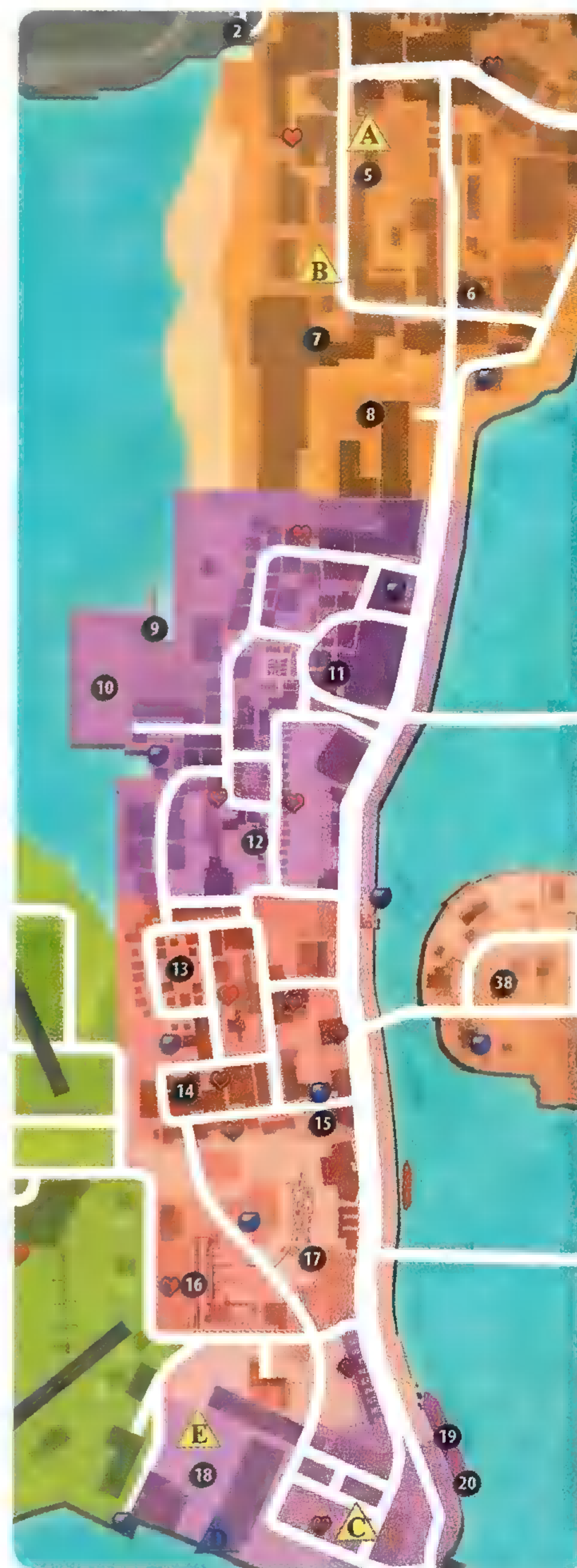
Unique Stunt Jumps.

### Objectives:

- Go to the King Knut's in Downtown by 1:15 am.
- Get to Forbes' car by 6:15 am.
- Lose the police.
- Take Lance to the Port Authority Building.
- Follow Lance. Use a motorcycle to jump the gap.
- Enter the compound.
- Get Forbes' car.
- Use the ramp to exit the impound lot.

- A. START (LANCE'S PLACE)
- B. KING KNUT'S
- C. PORT AUTHORITY
- D. FORBES' CAR
- E. RAMP

**Reward: \$750**

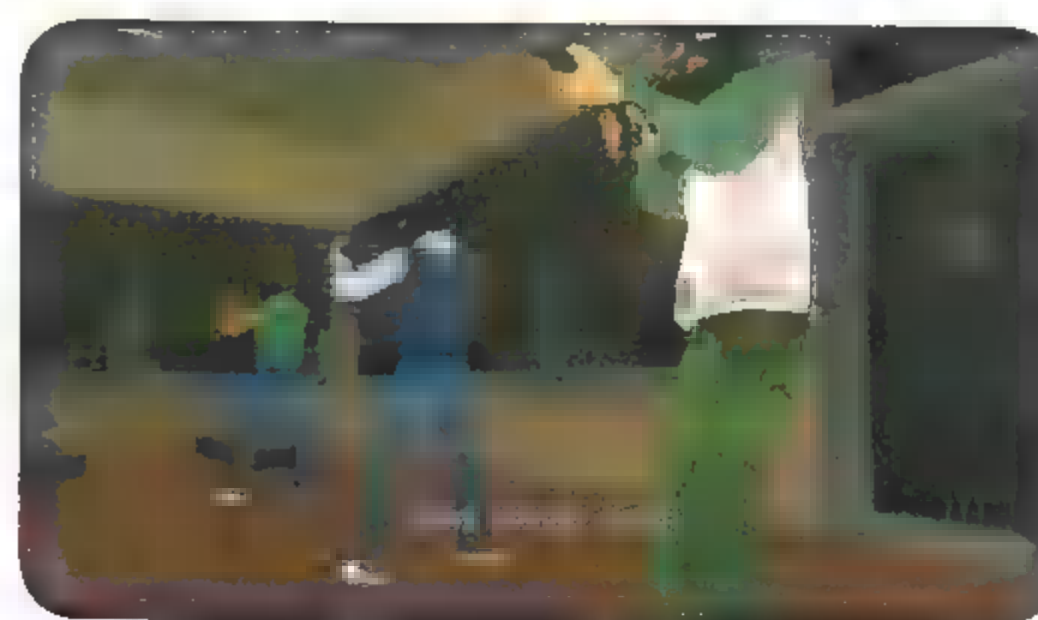


## TIPS

### KING KNUTS HOLDUP



Jump into Lance's Cheetah and head south to the yellow marker at King Knuts on the next corner. If you don't want to hunt for a vehicle (although an adequate one appears on the sidewalk just north of King Knuts), get out of the Cheetah and park it a few yards north of the yellow marker at King Knuts. This will keep it from being jacked while you're inside. Enter the yellow marker on foot.



Lance answers Forbes' call inside the restaurant. After hanging up, three thugs storm in and attempt to rob the place. They tell everyone not to move or try anything. If you move around too much or select a weapon (if you had a weapon selected, it's not anymore) the robbers start shooting the place up.





Lance will not stand around and do nothing for very long, so you must eventually shoot the would-be robbers or die, as they open fire on Lance as he pulls a weapon. So, scroll quickly to your submachine gun or assault rifle, then target, shoot, and scroll to the next target until all the crooks are dead. There may be some collateral damage, but the cops will be on you as soon as you exit King Knuts, regardless of whether some innocents are caught in the exchange of fire or not.



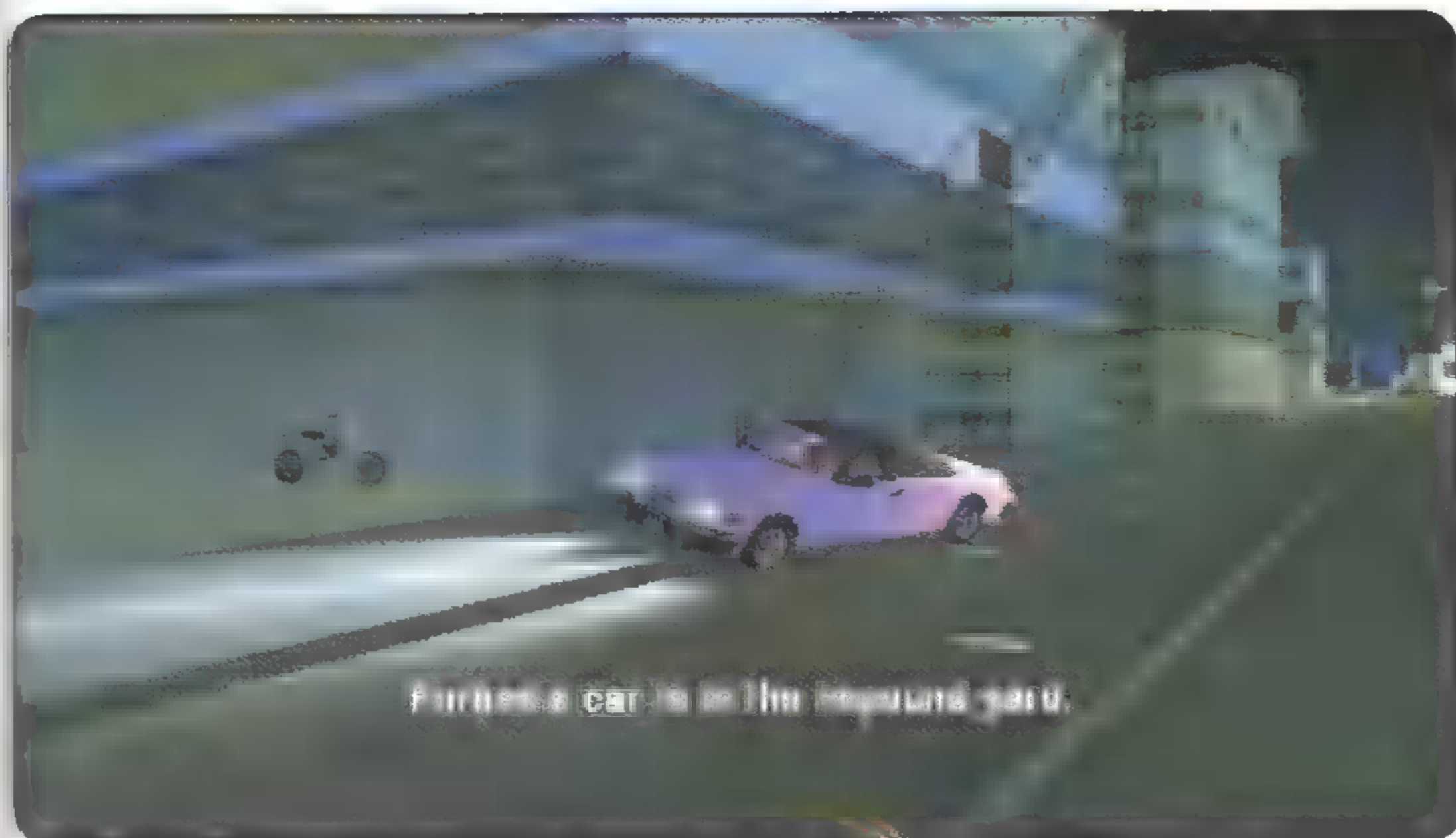
## PRESUMED GUILTY

The cops have the place surrounded. When you exit King Knuts, they'll assume you two are the robbers and fire on sight. Exit hastily through the door and head to the car you parked on the sidewalk (or find the vehicle that always spawns on the sidewalk to the north). Enter the car, speed past the cops, and head for the Port Authority Building, following the yellow blip on the radar.



## PORT AUTHORITY BUILDING

You acquired a two-badge Wanted Level, so stop into the Pay 'n' Spray on your way to the docks area. Stop in the yellow marker near the roof access stairs at the Port Authority. There's a Sanchez parked against the nearby wall; get on it and drive up the roof access stairs to reach the top of the Port Authority Building.



## E.T. JUMP

Once you're at the top of the stairs, point the bike toward the distant yellow marker at the opposite end of the rooftop. You can jump the gap between buildings without leaning forward for the extra speed boost. As you launch off the ramp, the camera turns and shows you sailing through the air in slow-motion in front of a billboard with a large moon. Looks familiar... yet alien. This is one of the Unique Stunt Jumps required for 100% completion of the game.



## ENTER THE COMPOUND



After landing the jump, turn right and follow the rooftop to the stairs. Don't miss the stairs or you'll end up behind a gate and have to repeat the full moon billboard jump again, which is time consuming when you're racing against the clock. Head down the stairs into the impound lot.

## GET FORBES' CAR BACK

The compound is teeming with guards. Although it's possible to sneak around these guys to reach Forbes' car (parked at the south end), it takes too long; it's easier to just gun them all down. Watch your back, though; some guards will appear behind you, entering from the gate area you tried so hard to overcome. Use an assault rifle for its power and long-range targeting abilities. You'll have a three-badge Wanted Level, so keep moving to avoid being shot by the helicopter flying overhead.





## Chainsaw Massacre

Forbes' car is scheduled to be destroyed at 6:15am. A worker with a chainsaw spawns at this time to chop the vehicle up. If he's successful, the mission is failed.

### USE THE RAMP TO ESCAPE THE IMPOUND LOT

Forbes' car is in the south section of the compound. It has a blue arrow over it and appears on the map as a blue blip. Get in and head back the way you came. Find the ramp with the yellow marker on it (yellow blip on the radar) and use the ramp to jump over the impound fence and land in the adjacent parking lot.



## FORBES MESSAGE

Lance pages you moments after leaving the impound lot. He says he's dropped off the car and he'll see you at Forbes' place.



## Civil Asset Forfeiture Impound

Completing this mission unlocks the Civil Asset Forfeiture Impound challenge. If you return to the front gate with a vehicle on the impound list, a yellow marker will appear and accept the vehicle into the lot. The following section provides a map, along with a list of vehicles and where to find them.







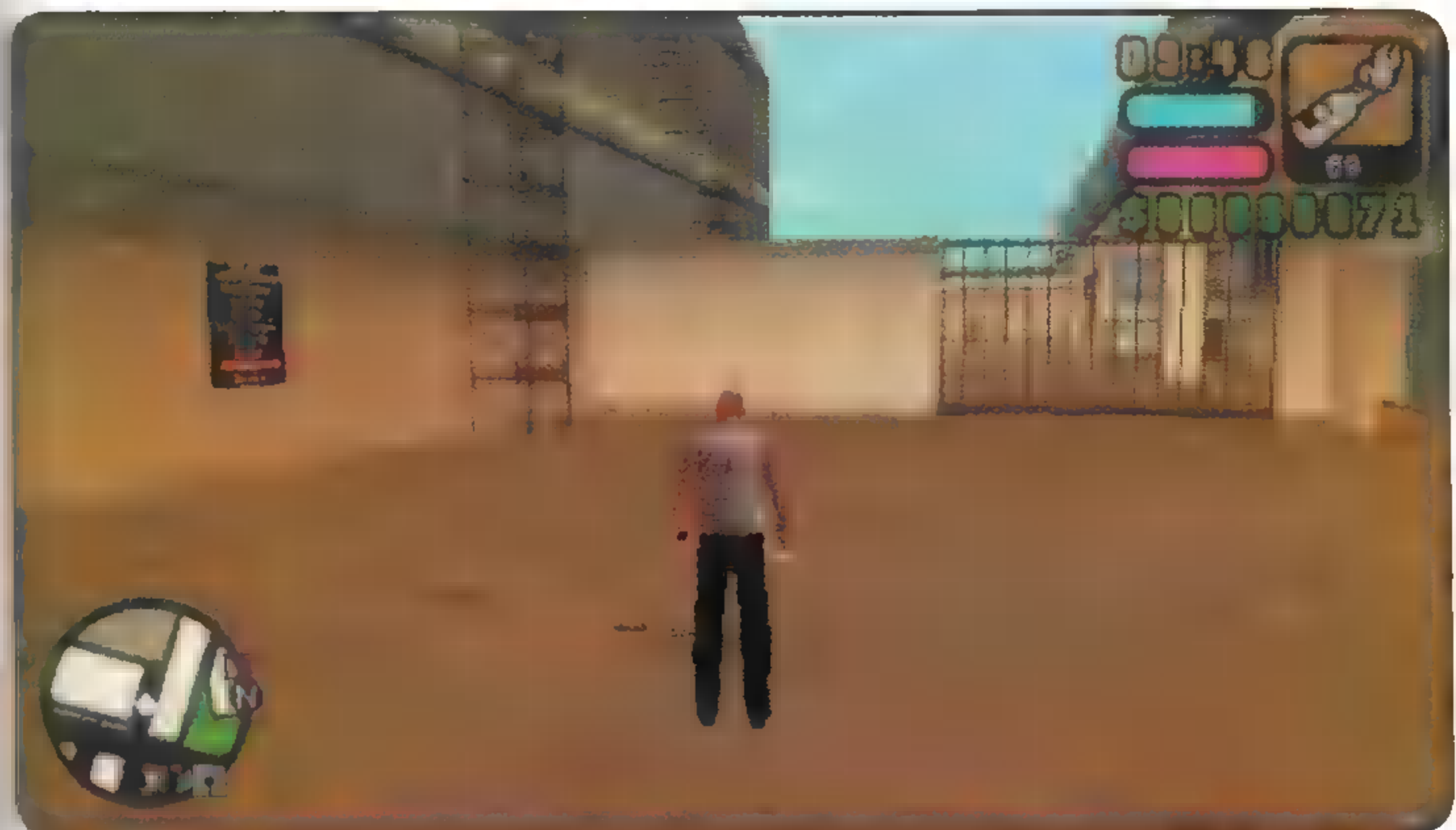
# CIVIL ASSET FORFEITURE IMPOUND

## UNLOCKING THE IMPOUND

The Civil Asset Forfeiture Impound is unlocked after completing Lance's mission, "The Audition." This is when you break into the lot to get Forbes' vehicle before it is destroyed.

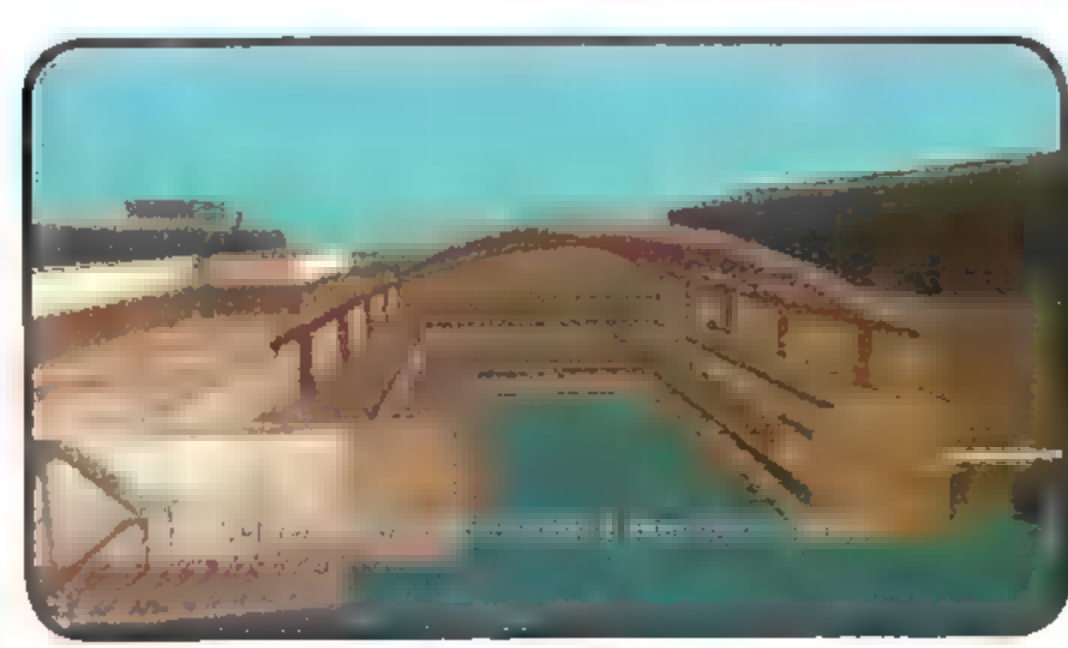
## LOCATION

The easiest way to find the impound lot (**CAFI** on our map) is to follow the Viceport Pay 'n' Spray icon on the map. The impound lot is just across the street and to the west.



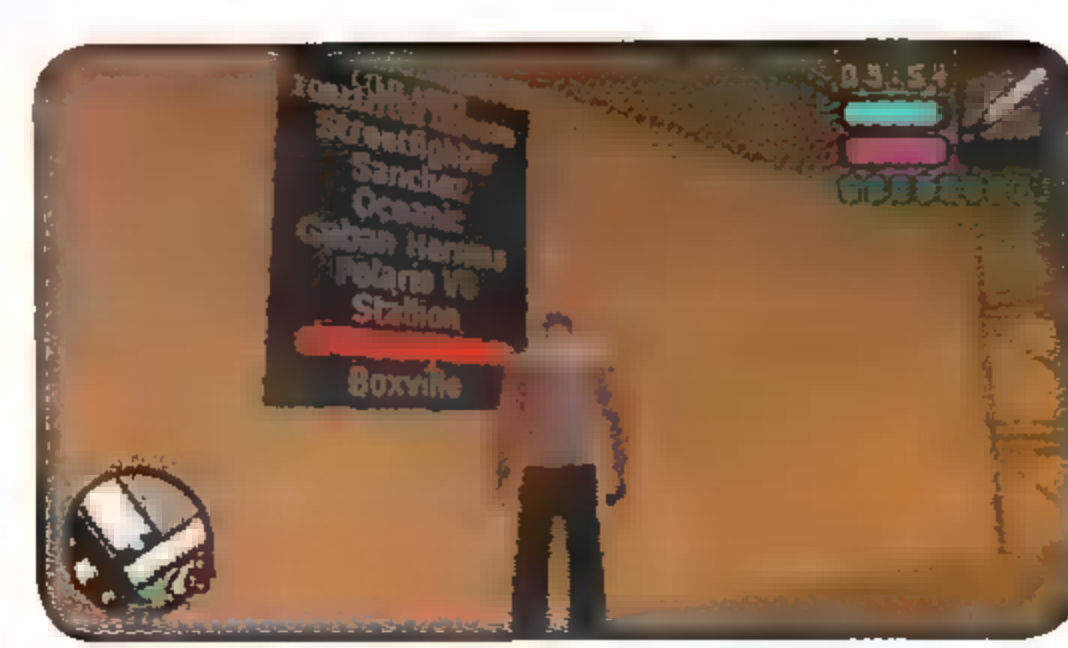
## DETAILS

There are two locations for the Civil Asset Forfeiture Impound. Land and air vehicles are delivered to the location near Viceport Pay 'n' Spray; water vehicles are delivered to the large hangar dock to the west of the lot (**W** on our map). This location does not become available until you deliver a couple of vehicles to the Civil Asset Forfeiture impound lot.

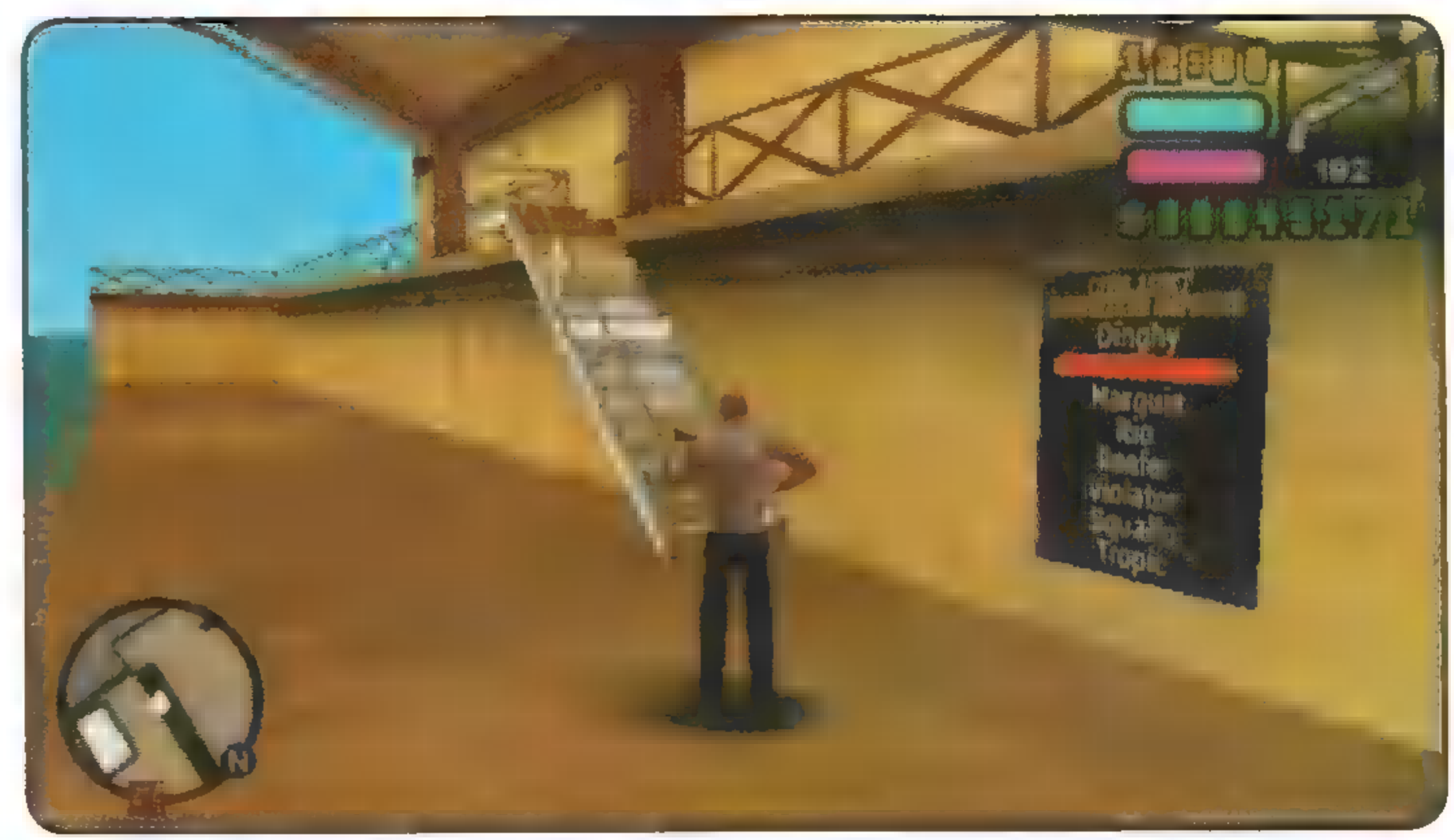


## BOARD DETAILS

The land and air vehicle collection board can be found on the south wall as you face the impound gate. Pull up in a vehicle and the yellow halo appears. Drive the vehicle into this halo to deliver it and cash in. Once you do this, the name of that vehicle is crossed off the list. When the entire list complete, you receive bonus money and a new board. There are three vehicle and air collection boards to clear.



The water vehicle collection board can be found on the west wall, inside the boat hangar down in the area where you dock the boats. There is only one collection board. Fill it and it's done.



## LAND AND AIR VEHICLE LIST

You receive text messages when you enter a car that's on the current collection board. This is to remind you that the vehicle is wanted by the impound lot. You'll come across most of these vehicles a dozen times during the game, none of them is very rare.



We have found areas in the world where you can find these vehicles parked, which means you don't have to wrestle someone out of them. For some vehicles, there are many areas where you can find them

parked, but we've only listed one location per vehicle (usually the area closest to the impound lot) for your convenience. Match the number of the vehicle with the number on our map to find the vehicle you're looking for.

## Air Speed

Once you drop a vehicle off at either impound lot, the quickest way to hunt down one of the next vehicles on the map is to head to the airport and jump in one of the helicopters there; the Sparrow (**24**) or the Maverick (**23**). The Maverick will start Heli Tours, but you can exit out by pressing the Up button twice. The closest entrance to the helicopters from the impound lot is through the east gates near the water vehicle impound lot.









## Land & Air vehicle Board 1

| Map Number | Vehicle | Location |
|------------|---------|----------|
|------------|---------|----------|

|   |               |  |
|---|---------------|--|
| 1 | Streetfighter | Downtown, near Curve Electronics and King Knuts.   |
| 2 | Sanchez       | Viceport, in Marty's trailer park next to a trailer just north of the shotgun power-up.  |
| 3 | Oceanic       | Not to be confused with a Glendale. One can be found parked here on the sidewalk in Ocean Beach.   |
| 4 | Cuban Hermes  | Little Havana residential driveway. There's one at Umberto's house and a few more around the block, as well.   |
| 5 | Polaris V8    | Parked on the sidewalk in a Vice Point cul-de-sac. You can also find one outside any non-biker Prostitution business.                                      |
| 6 | Stallion      | Outside one of your Drug businesses and often seen on the street in front of the Compound safe house.  |
| 7 | Pony          | Hidden behind the small shelter between ocean side hotels, under the large water tower in Vice Point. They're also driving around the Viceport docks area. |
| 8 | Boxville      | Little Havana Print Works parking lot.   |

15

Sentinel XS

Use the Martinez car on Prawn Island or this one parked beside a big Vice Point apartment complex and empire site.

16

Mule

Parked in Little Havana at a small storage building.

## Land & Air vehicle Board 3

| Map Number | Vehicle | Location |
|------------|---------|----------|
|------------|---------|----------|

|    |          |  |
|----|----------|--|
| 17 | PCJ-600  | Downtown, in a parking lot surrounded by large buildings.  |
| 18 | Deluxo   | Take Reni's from the movie lot on Prawn Island or use this one parked in front of the Ducum Inn in Vice Point. |
| 19 | Infernus | Downtown, in Forbes' parking lot, near a Rampage.  |
| 20 | Sabre    | In a Downtown parking lot, just north of the hotel construction site.  |
| 21 | Stretch  | Parked in front of this Ocean Beach Hotel with the Rampage on its entrance marquee.                            |
| 22 | Stinger  | Behind the Downtown fire station.  |
| 23 | Maverick | At Escobar International. It spawns the "Heli Tours" Odd Job. Fail the mission or take it there afterward.     |
| 24 | Sparrow  | Find this helicopter on the helipad at Escobar International Airport.  |

## Land & Air vehicle Board 2

| Map Number | Vehicle | Location |
|------------|---------|----------|
|------------|---------|----------|

|    |             |   |
|----|-------------|---|
| 9  | WinterGreen | Parked in the Vice Point parking lot behind the Malibu Club.  |
| 10 | Freeway     | Parked outside the White Stallions biker bar in Little Haiti.   |
| 11 | Banshee     | Often spawns in large numbers in this airport parking lot. If not there, drive or fly far away, then return again and they should appear. |
| 12 | Cheetah     | Downtown hospital's back parking lot.   |
| 13 | Comet       | Airport parking lot, near the oil refinery.   |
| 14 | Phoenix     | Parked on the sidewalk near the apartment building on the west side of the Vice Point mall.   |

| Map Number | Vehicle | Location |
|------------|---------|----------|
|------------|---------|----------|

|    |          |  |
|----|----------|--|
| 25 | Dinghy   | Leaf Links, docked underneath largest Vice City bridge.  |
| 26 | Jet Ski  | Docked in Vice Point, near Leaf Links. There's also one at the entrance to Pier 1 at the Viceport docks. |
| 27 | Marquis  | Viceport Pier 1.   |
| 28 | Rio      | Docked at a pier west of the tarmac at Escobar International Airport.                                    |
| 29 | Reefer   | Docked in the Little Haiti slip, near the Compound safe house.   |
| 30 | Violator | Vice Point dock, near Leaf Links.  |
| 31 | Squallo  | Viceport Pier 1.   |
| 32 | Tropic   | Viceport Pier 1.   |



## CAUGHT AS AN ACT

### Overview:

You meet Forbes at the arena, but you were expecting Lance. Lance shows up shortly after your uncomfortable conversation with Forbes. He pulls a gun on Forbes and accuses him of being a cop. Forbes admits this is true and swears he wants to work with you guys. He runs off before Lance has a chance to plug him.



### Notes:

You can change cars during the mission if necessary, but Lance must not be left behind. A warning is given if Lance gets too far away; if ignored, Lance is deemed caught by the cops and the mission is failed. If Lance or Forbes dies, the mission is failed.

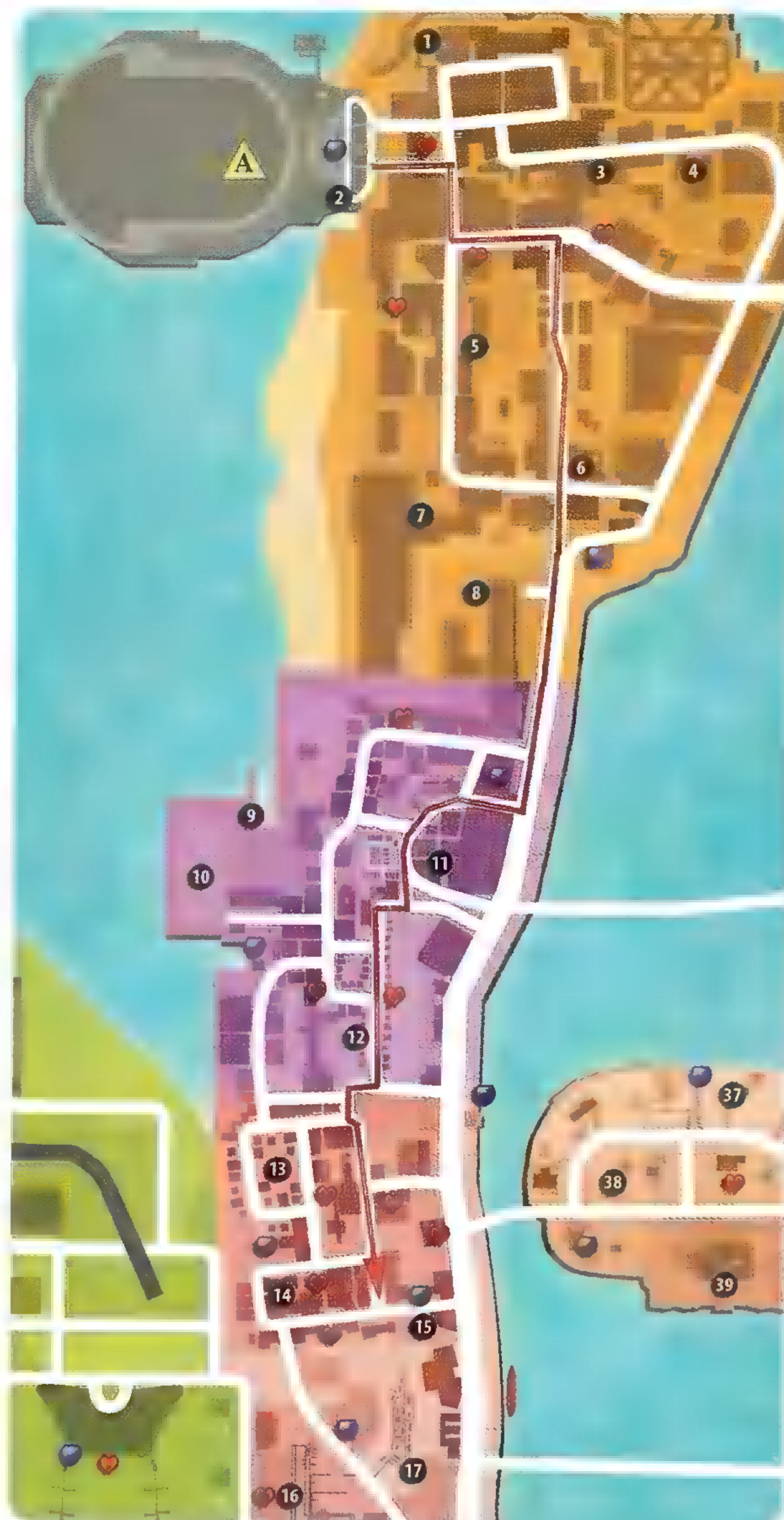
### Objectives:

- ▶ Ram the car and capture Forbes alive.
- ▶ Damage Forbes' car to slow it down.
- ▶ Do not kill Forbes or lose all the money.
- ▶ Drag Forbes from his vehicle before the money is gone.

**Reward: \$750**

A. START (HYMAN MEMORIAL ARENA)

RED LINE: FORBES' ESCAPE ROUTE



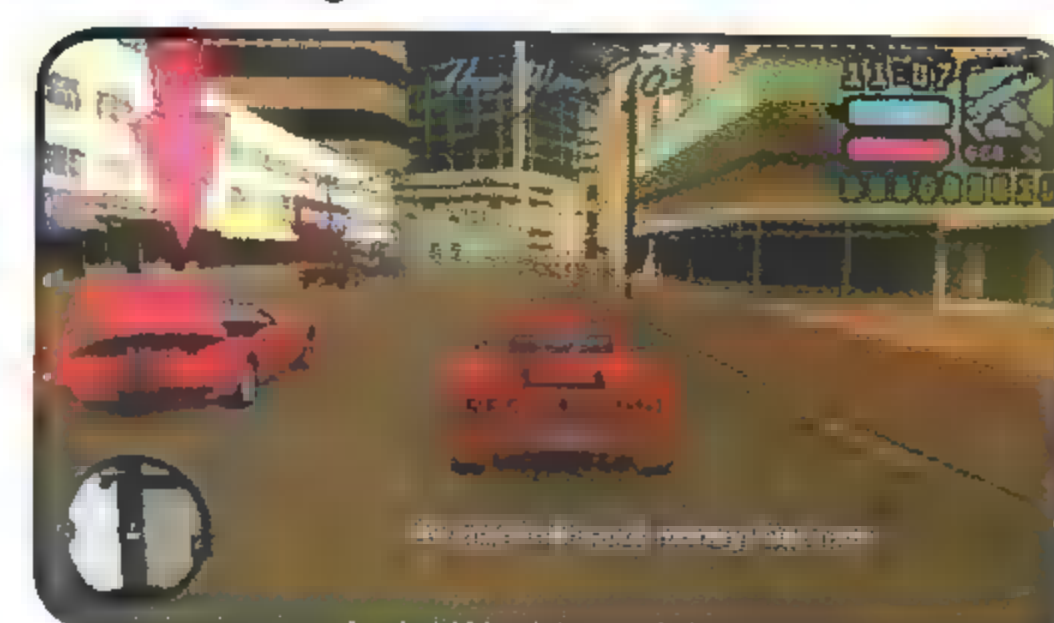
## TIPS

### GETTING WHEELS

Forbes gets a substantial lead on you at the beginning of the mission. He steals Lance's sports car and races away. Run to the nearby arena stairs to jack the parked Cheetah, then take off after Forbes (red blip on the radar).



The only way Forbes is getting out of the car is if he's dragged. He remains inside even if his car is going to explode or is turned upside-down. The more Forbes' car is damaged, the slower it moves. Smash it enough and you can cut in front of it, then hop out of your car quickly, run to Forbes' car, and pull him out from either side.



### DRAG FORBES FROM THE CAR BEFORE THE MONEY'S GONE

Once you ram Forbes' car for the first time, your money in his car begins to spill out of the open trunk. A cash meter appears on screen. Money gradually flies from the vehicle whether you ram it more or not. If the green cash meter drains completely, the mission is failed.



The really entertaining part of this mission is the pedestrians' behavior. Everyone that witnesses the car chase begins running after Forbes' car, trying to get their hands on the money that flutters out of the trunk. The only danger is a potential Wanted Level if you hit too many people. You must drag Forbes out before all the money is gone. Ram the car quickly and continually without making it burn. Drive-bys work, but don't destroy the vehicle before you get Forbes out.





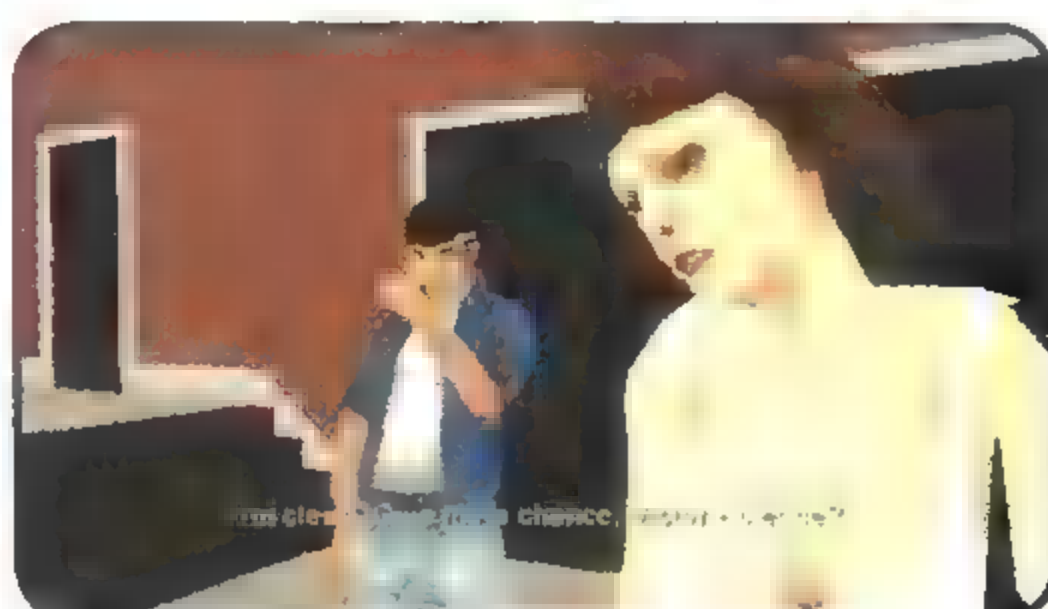
After the mission, Lance and Vic take Forbes to an abandoned building in Little Haiti and leave him there, tied to a chair with a paper bag over his head. This building is a stone's throw from Marty's brothel, which you took over. The abandoned building is where you pick up the last of the Bryan Forbes missions.



## HITCH HITCH

### Overview:

Lance has arranged a meeting with a dealer who's selling him some information about the big shipment that you discovered in Forbes files. Suddenly, your cokehead mother shows up unexpectedly with her boyfriend. You tell her she can stay with Lance. As a good exit plan, Lance announces that they have to go; they must meet Vic's friend at the airport.



### Notes:

If Lance is killed at any point, the mission will be failed.

### Objectives:

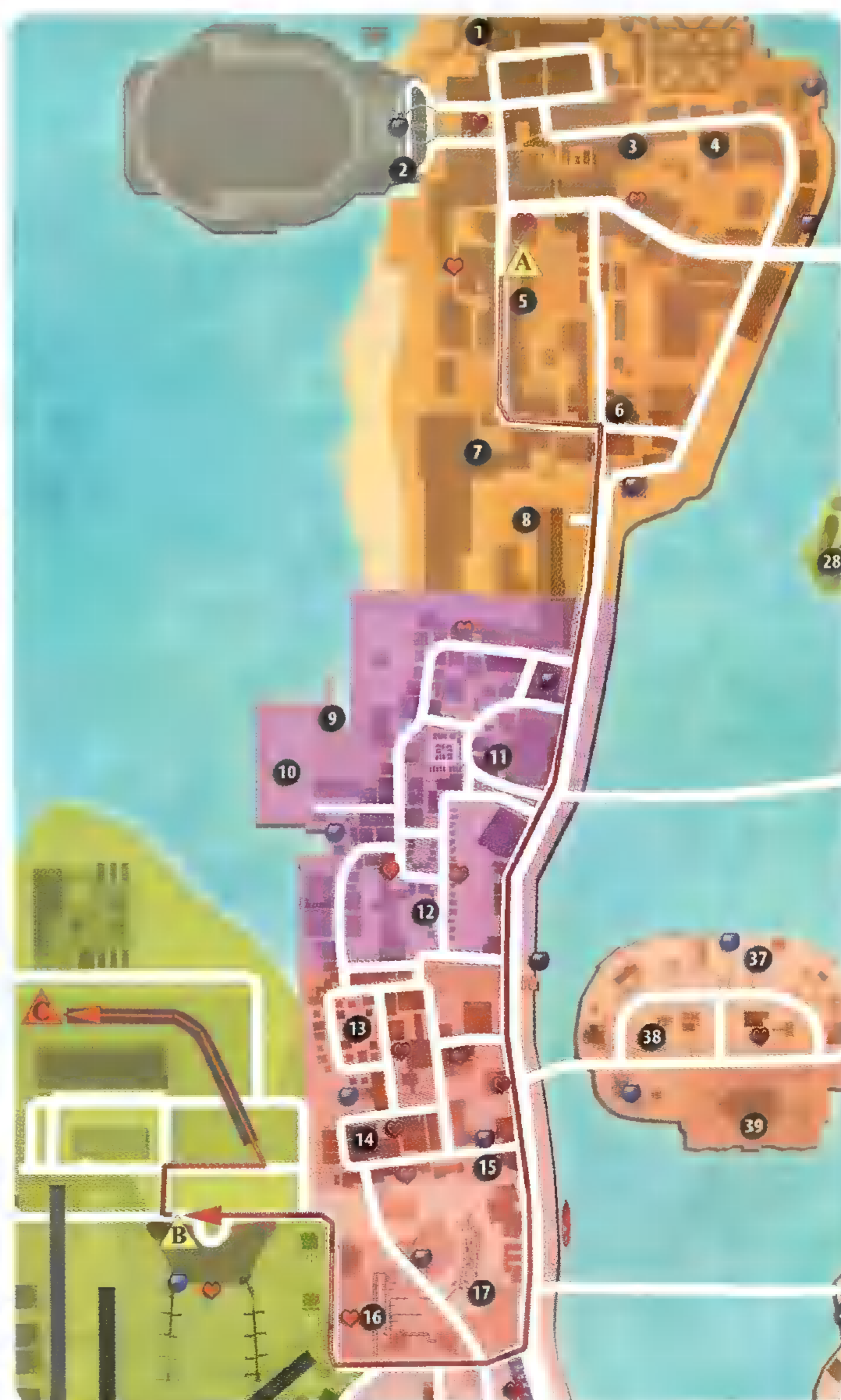
- Take Lance to the airport in less than three *game* hours.
- Get the files from the goons.
- Kill the bikers.

**Reward: \$1,000**

- A. START (LANCE'S HOTEL)
- B. AIRPORT ARRIVAL
- C. GOONS OUTSIDE TERMINAL C
- 1<sup>ST</sup> RED LINE: HOTEL TO AIRPORT
- 2<sup>ND</sup> RED LINE: ROUTE TO TERMINAL C

## PAGER MESSAGE

Aunt Enid pagers and asks if you've seen your cokehead mother, who has apparently skipped town. Maybe you're about to have a bigger family reunion...





## TIPS

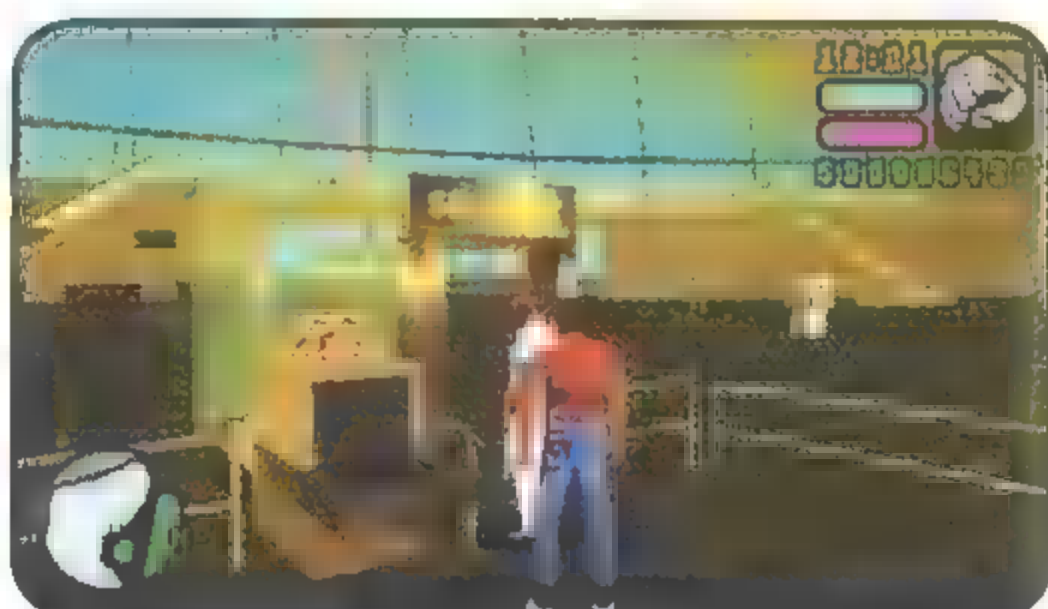
### TO THE AIRPORT... PRONTO!

You have just under three game hours to get Lance to the airport. With his Cheetah and some safe, yet quick driving, this shouldn't be a problem. Just make sure you are adequately strapped and have full Armor and Health before you take the mission. Follow the yellow blip to the front of the airport. Although shortcuts do exist, there's no need to experiment now that there are time constraints. Just whip down Bayshore Avenue, speeding south to the road that leads past Marty's ex-Loan Shark business, then follow that the conventional way to the airport.

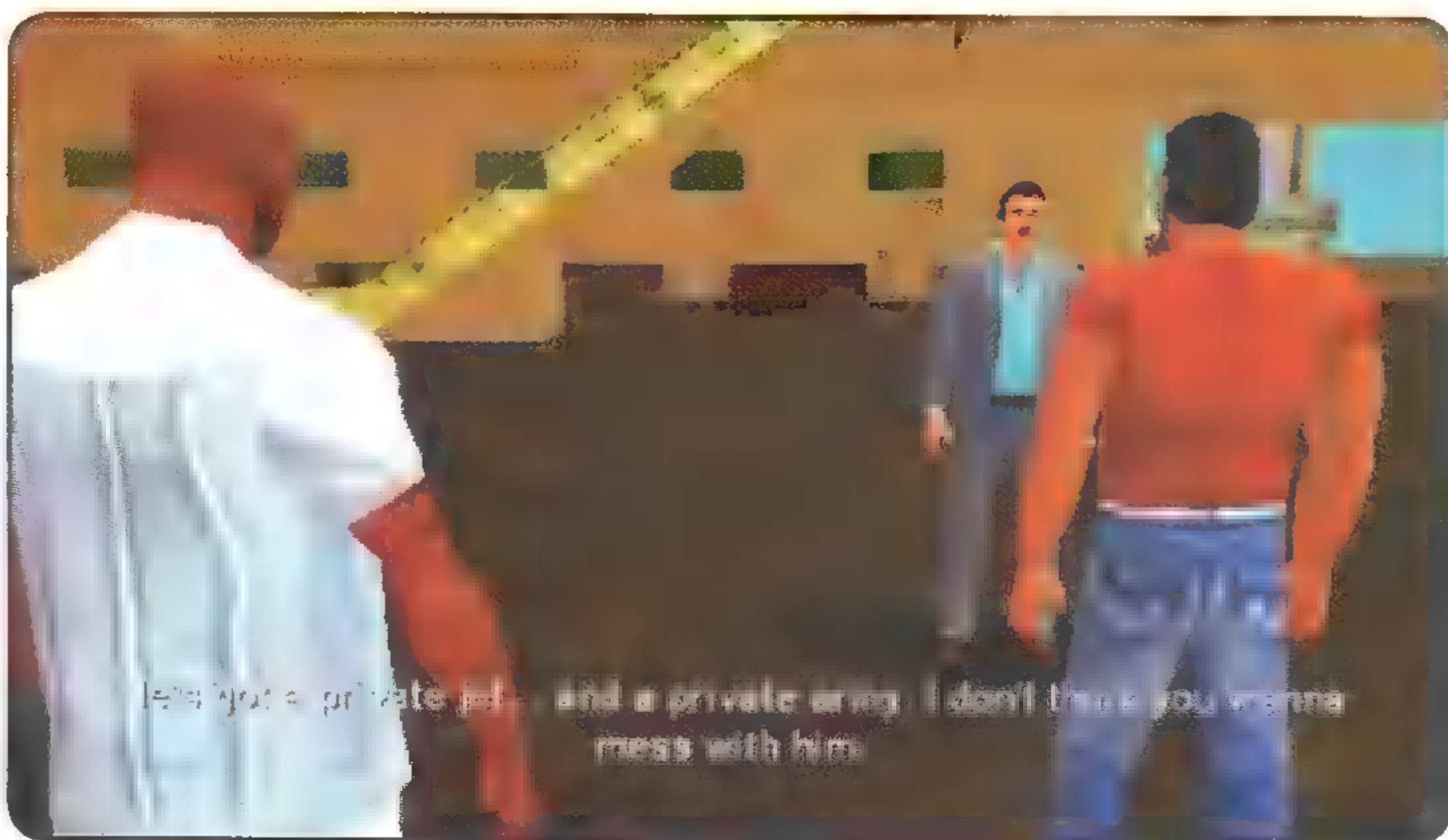


### CHECK YOUR WEAPONS AT THE DOOR

The yellow marker is just inside the airport terminal. As you pass through the metal detectors, your weapons are removed and placed just outside on the sidewalk near the doorway where you entered. Don't forget to pick these up on your way out!

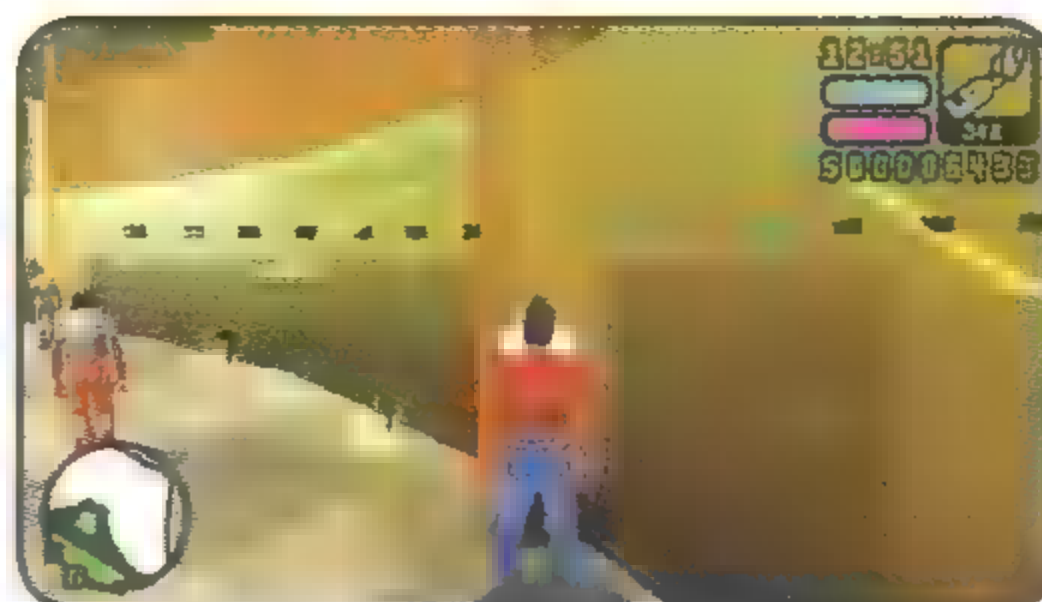


You meet the contact inside. He says you're too late to get the files on the drug shipment. Someone with their own jet and private army beat you to it. This gentleman is currently at Terminal C.



## GET THE FILES FROM THE GOONS

Collect your weapons from the sidewalk, then enter a vehicle and take Lance with you. Follow the red blip to the other terminal across the lower-level airport road. Head across the road-bridge and drive around the east side of the terminal to find the enemy behind the Terminal C building.



Drive up just far enough to catch a glimpse of the pink arrows over the guards' heads, then get out of the car and shoot as many of them as you can from a long-range with an assault rifle. When you have to move in closer to reach more enemies, do so from the northernmost area, starting from the right wall. This helps prevent large groups of guards from seeing you all at the same time. Gun down the guards as you move south beside the plane, then move to the front of the craft to finish off those remaining.



## KILL THE BIKERS

Defeating all of the guards around the plane triggers a cinematic. Bikers drive up and try to beat you to the files. As soon as control returns to you, press the target-select button, fire your assault rifle, and scroll through the bikers, dropping each one and then moving to the next. Once all of them are dead, the mission is complete and Lance grabs the files onboard the plane.







## FROM ZERO TO HERO

### Overview:

Lance has studied the files you found in the previous mission and learned about a big drug shipment coming into town. He preys upon your weakness as he cajoles you into pilfering it by mentioning your asthmatic brother, Pete, and how he could benefit from the money. He promises this is a one-time thing and then he'll leave the drug dealing business for good. Besides your sick brother's needs, you also realize that it's Jerry Martinez's coke. Revenge is a powerful motivator.



### Notes:

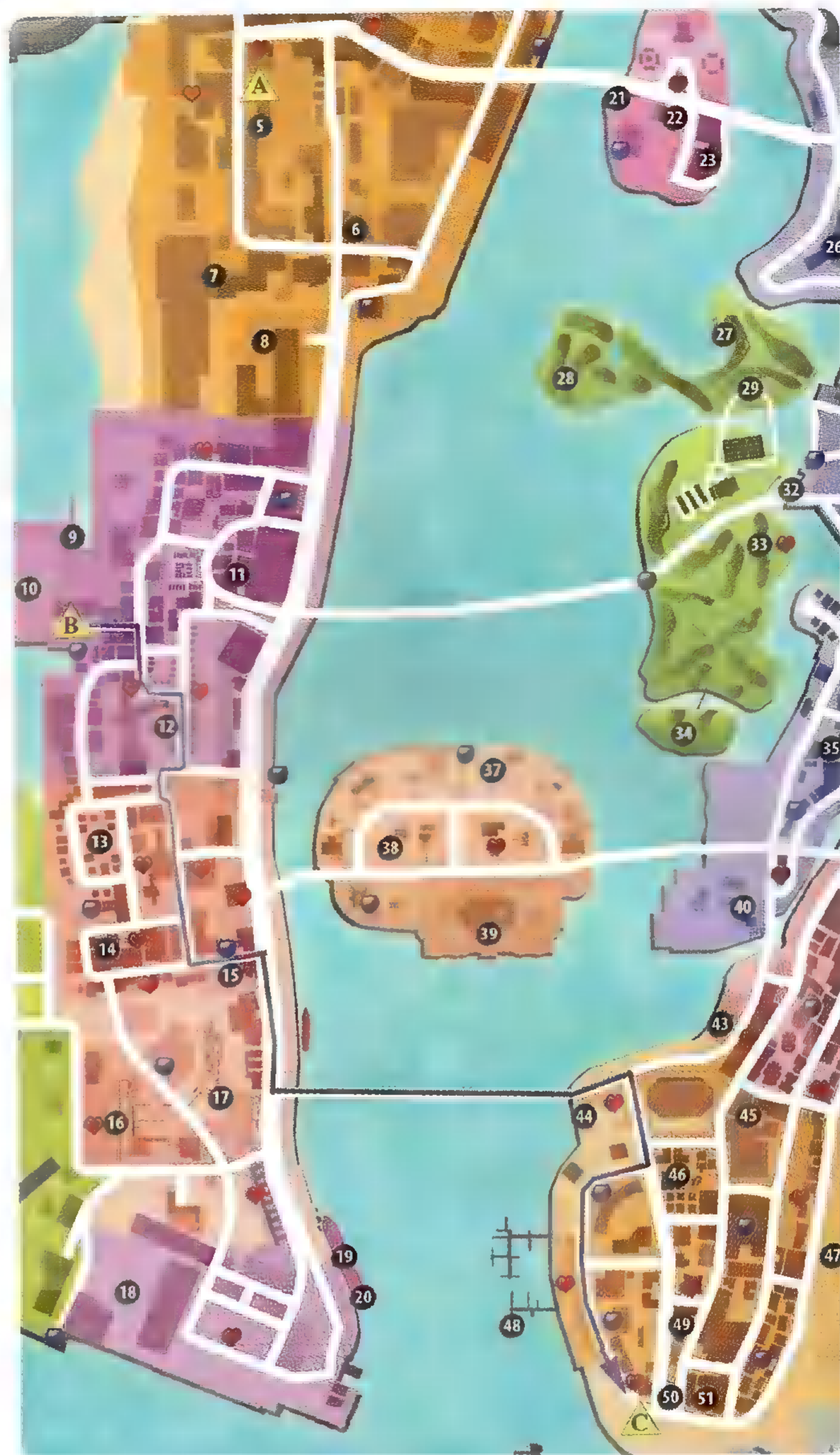
All bridges are opened after this mission. Flight is also available after this mission; helicopters and a few planes will begin spawning in certain locations.

### Objectives:

- Drive to the docks in Little Haiti.
- Take out the gang members while protecting Lance and the trucks.
- Follow Lance in one of the trucks.
- Cross the bridge and avoid helicopter fire.

**Reward: \$3,000**

- A. START (LANCE'S HOTEL)  
 B. DOCKS  
 C. LANCE'S NEW PAD  
 BLUE LINE: LANCE'S TRUCK ROUTE



## TIPS

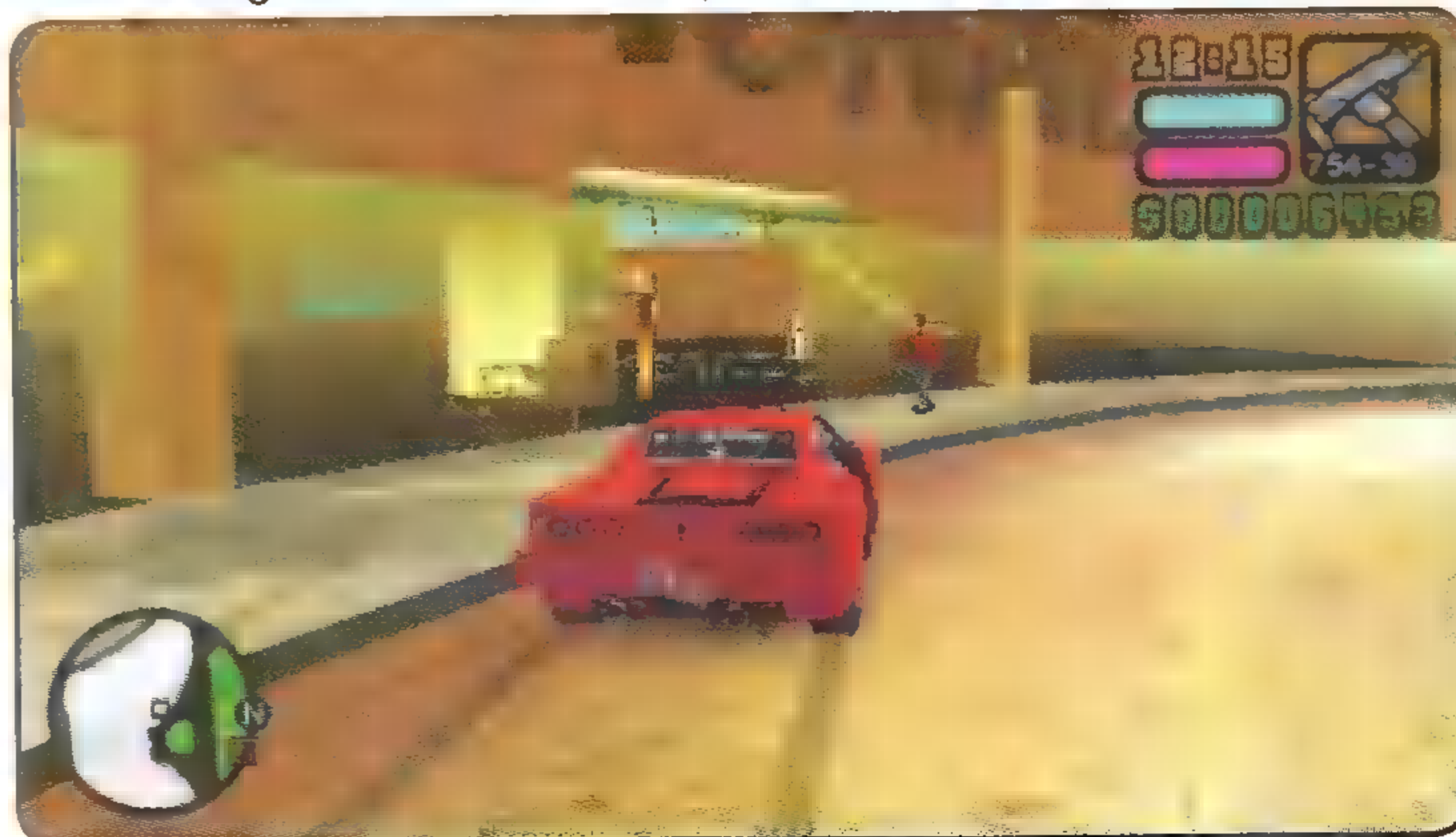
### GET IN THE CAR AND DRIVE TO THE DOCKS

Lance has some hired help; two guys stand waiting near the mission car. Enter this vehicle and head to the docks, following the yellow radar blip near the dump. Pull into the yellow marker in the short alley that leads to the red bridge.



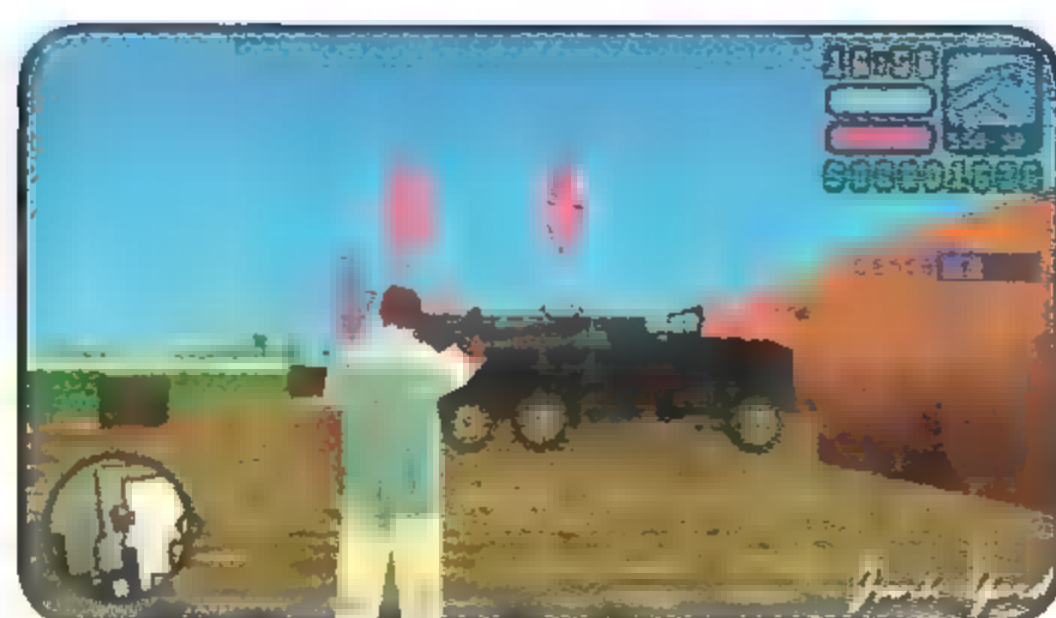
### KILL THE GANG MEMBERS WHILE PROTECTING LANCE AND THE TRUCKS

There's Armor on the red bridge, but be careful when you try to collect it; there are holes in the bridgework and you could drop through into the water. Remember to press **□** to get out of the water when facing a low bulkhead or pier.





Lance's health appears on screen. If this drains, he dies and the mission is failed. Protect him and defeat the gang members using an assault rifle or high caliber submachine gun. After taking out the first two enemies, move to the rear of the trucks and defeat the two men in the truck before firing on the others around the docks. Many enemies stand behind cover, so it's best to move around a bit instead of waiting for them to pop up and shoot. Once they're all dead, you must follow Lance in one truck while he drives the other.



## GET IN THE TRUCK AND FOLLOW LANCE

After defeating all the gang members, Martinez is seen whirling overhead in a Hunter helicopter. Lance takes one of the trucks and drives toward the south bridge. You must follow him without getting too far away or you'll fail the mission. Two enemy cars try to drive-by shoot you and block your way. If Lance reaches the bridge well before you, he'll wait.



Drive beside Lance to keep the enemy cars away from your truck. Cutting through the police station parking lot also makes the enemy cars hit the planters lining the entryway, which buys you a little more time. Drive-bys on the pursuing vehicles almost always results in more damage than when you practice avoidance. Running them into solid objects is a good tactic. You must keep damage on your truck down to a minimum before you enter the next challenge—crossing the bridge under a helicopter attack.

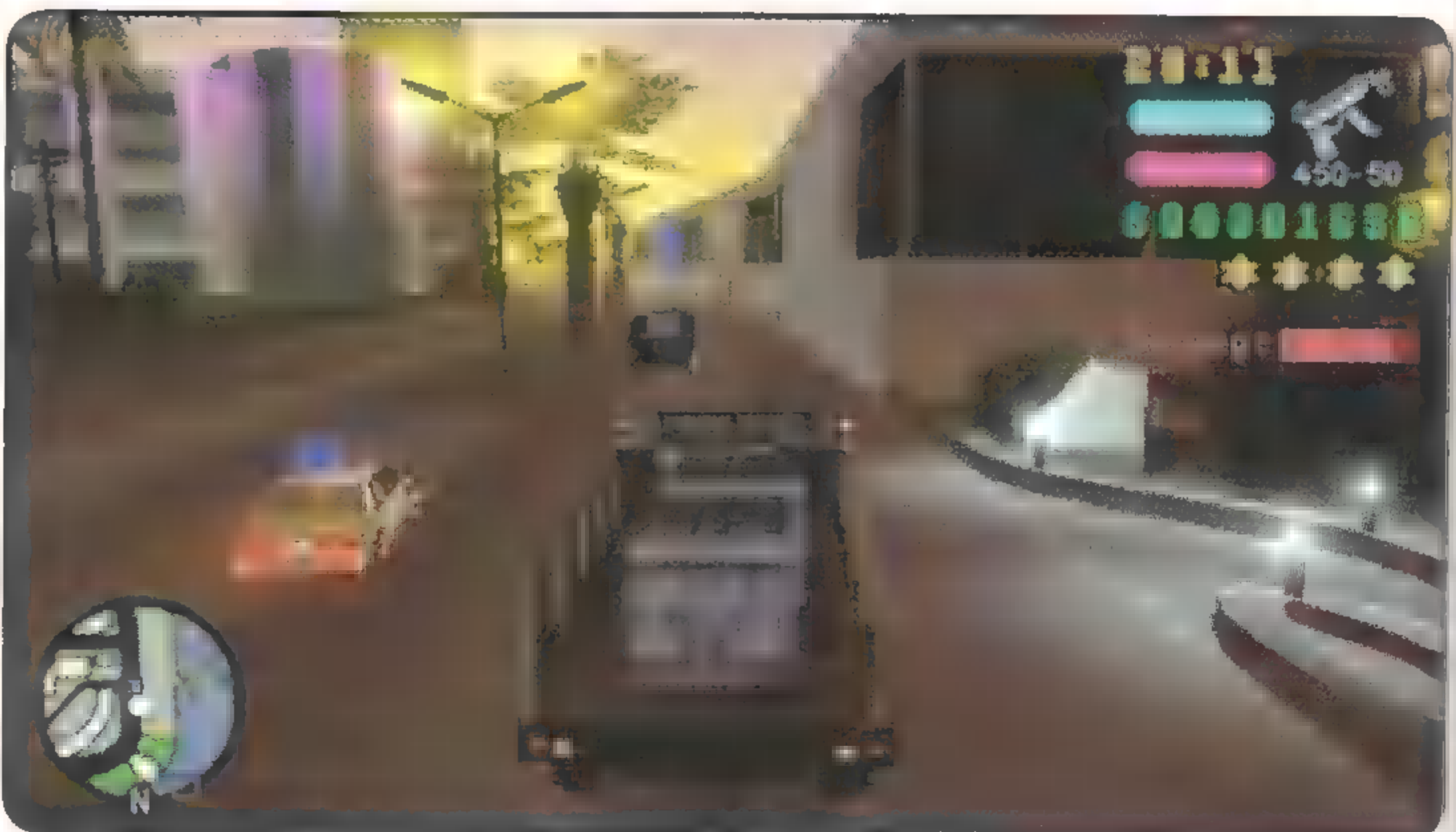


## AVOID MARTINEZ'S HELICOPTER ATTACK AS YOU CROSS THE BRIDGE

Soon you'll have access to the other island—sweeeeet! If you beat Lance to the bridge, don't proceed too far without him or you'll fail the mission. However, partially crossing it before the chopper cinematic begins leaves you with less bridge to cross in the next, more difficult challenge. The helicopter shoots lines of missiles down onto the bridge. Drive in a large zigzagging fashion to prevent Martinez from predicting your position. Continue like this all the way to the other side of the bridge to avoid the walls of fire raining down from above.



Martinez is scared off by the police presence at the other end of the bridge. However, Lance busts through the police barricade, giving you a four-badge Wanted Level. Continue to follow Lance closely and let him to lead. Your damage meter is still active. Allow him to blow through SWAT roadblocks as he heads for his new home. He'll take the first two possible rights and race for his beach house. As you get close, a cinematic takes you into Lance's new garage. Before it's over, Lance says he bought you a place, as well.

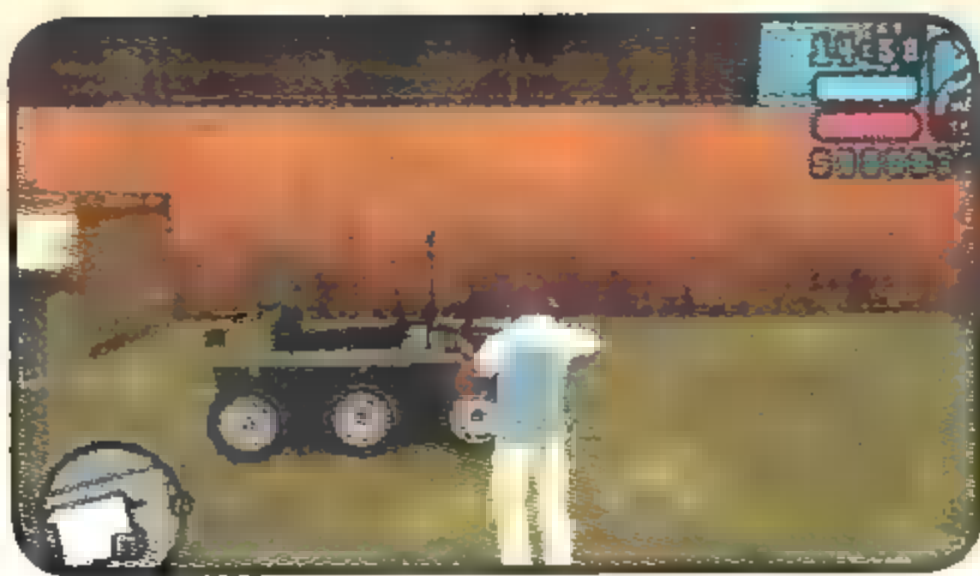


The second island is now unlocked and you have a new safe house. Follow the floppy disk icon on the radar to locate your new apartment building in Vice Point near the fairgrounds.



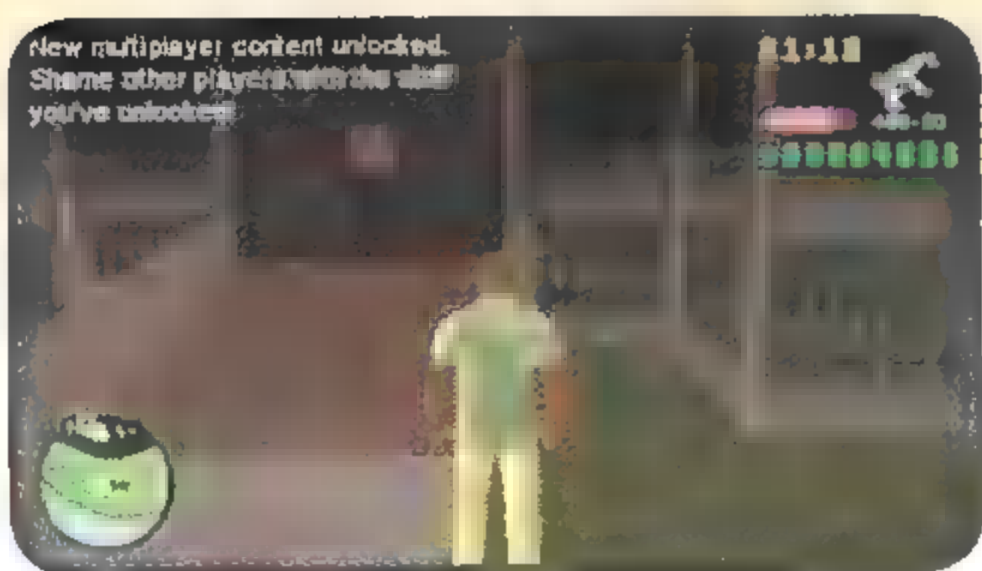
## New Purchasable Item

Complete this mission and a six-wheeler quad bike becomes purchasable at your compound safe house. Step into the lock icon near the garage and buy the Splitz-6.



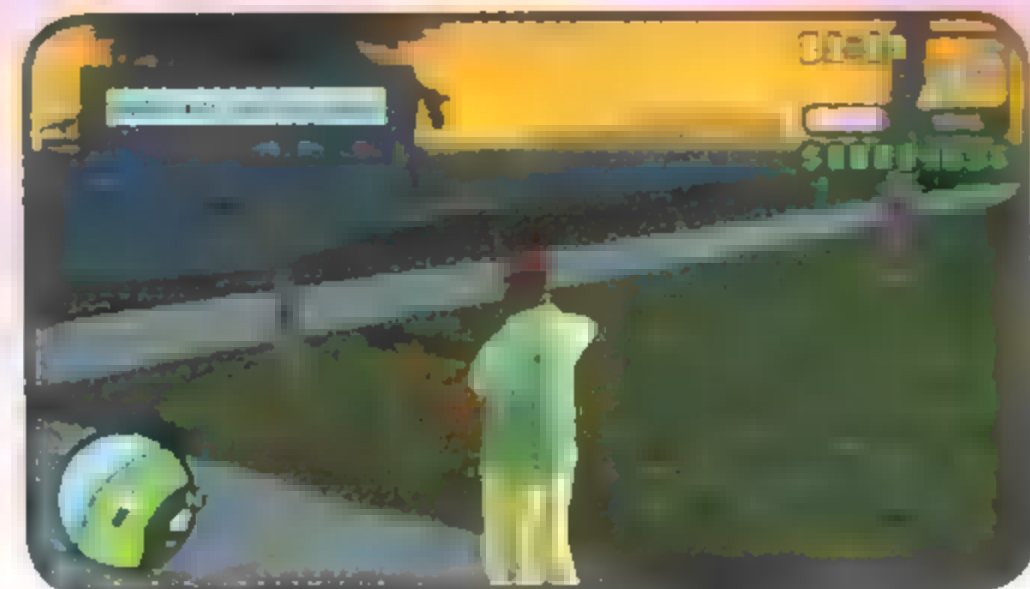
## New Multiplayer Content Unlocked

Completing this mission also unlocks some new Multiplayer content.



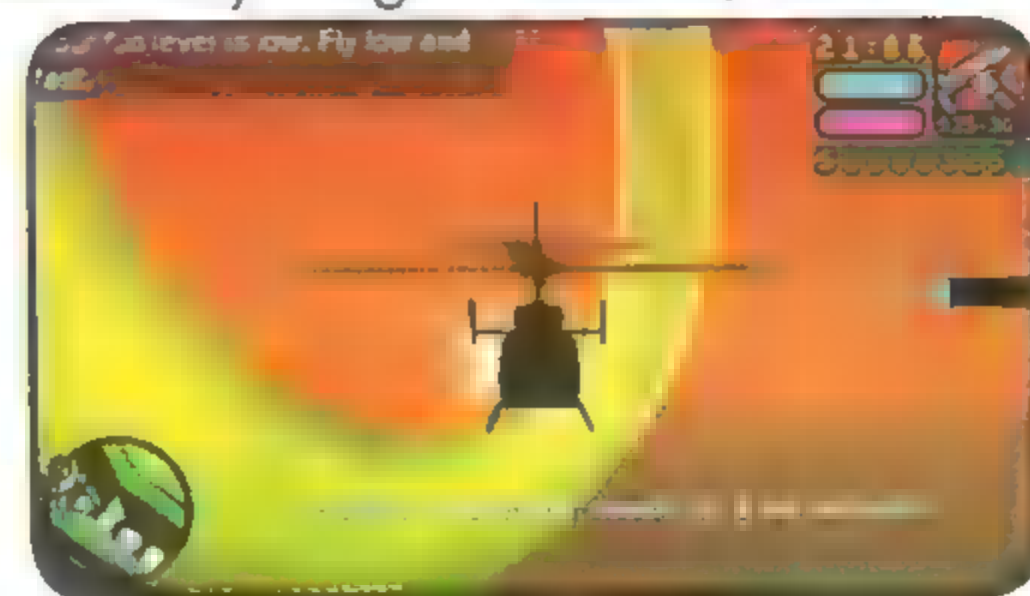
## MISSIONS

Louise pages you after this mission. She says Lance has already told her that you're going to be rich. She's afraid you're going to dump her now.



## Flying

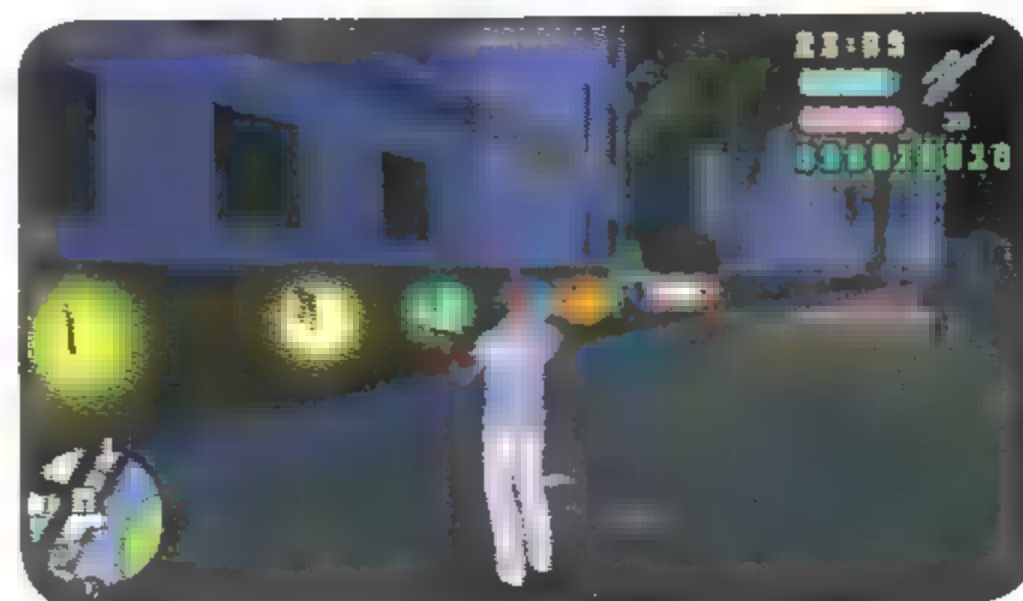
Now that the bridges are open, the airport is operational once again—and that means flying! You can find helicopters all over the place. Look on police station rooftops, behind and on top of hospitals, at the airport, and other places, as well. Flying is the fastest way to get around, and sometimes the safest. Boats and Jet Skis can also be found now.



## Balloon Hunt

Fly around and pop the rest of the Red Balloons on the map, including that hard-to-reach one inside the downtown building.

Popping them all gives you great power-ups at your safe houses. No more hunting for an AK47, sniper rifle, or Armor! (See our Red Balloons map at the beginning of Chapter 3 for details.)





## LOUISE CASSIDY-WILLIAMS

### HOSE THE HOES

#### Overview:

You talk to Louise up in her sister's apartment through the intercom. She heard that your cathouse is going up in flames. Marty's kin are trying to torch the place.



#### Notes:

If the girls' health meter completely drains or if Louise is killed, the mission is failed. Load up on Health and Armor before you begin this mission—the final battle can be hazardous. There's an Armor power-up at the end of the pier, due east from Louise's place.

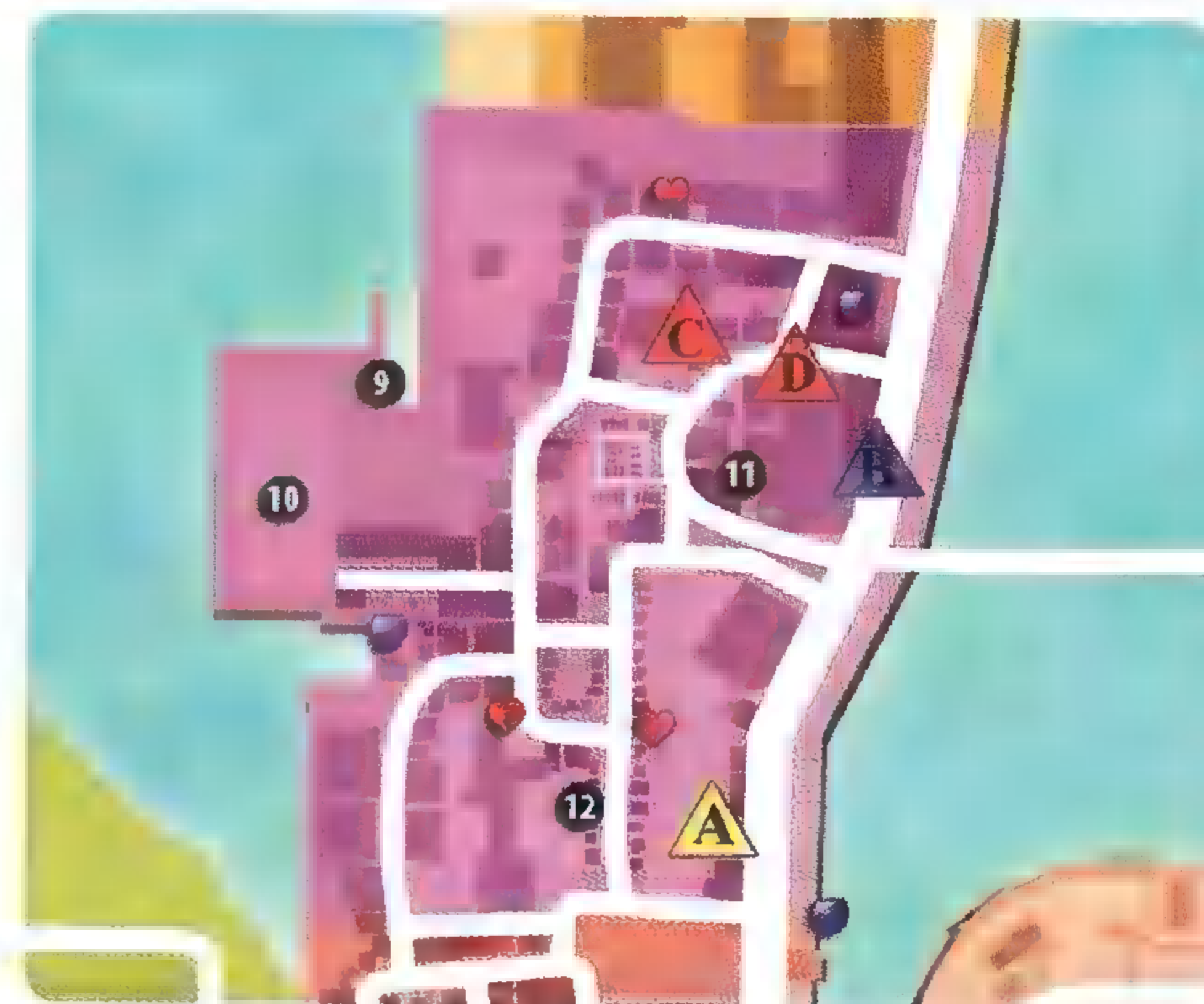
#### Introduces:

Using a fire truck.

#### Objectives:

- Get the fire truck.
- Extinguish the fire to save the girls.
- Kill the arsonist.

**Reward: \$300**



- |                           |                     |
|---------------------------|---------------------|
| A. START (LOUISE'S PLACE) | C. BURNING CATHOUSE |
| B. FIRE TRUCK             | D. ARSONIST ON ROOF |

### TIPS

#### GET A FIRE TRUCK

When Louise meets you outside, she insists on finding a fire truck. You must be quick; the girls in the burning brothel are in danger. Their health meter appears on screen. If this meter drains completely, the girls will perish and the mission is failed.



Get in a car and take Louise to the accident, north on Bayshore Avenue (follow the red blip). Jump out of your car and get into the fire truck. Head north, taking the first possible left. The brothel is just a couple blocks away.







## EXTINGUISH THE BROTHEL FIRE

The brothel is ablaze and three burning cars are parked close by. These vehicles will explode soon, making the fire even worse. It's dangerous to enter the cars to drive them away from the brothel, mostly because Louise follows you and may not get away from the explosion soon enough. If she dies, the mission is failed.



Ram a couple of the cars away with the fire truck as soon as you arrive. If you can just get one vehicle out of the way, you'll be sitting pretty. Just make sure to back away from the car before it explodes.



Hold **○** to use the fire engine's water cannon. Press the Left and Right buttons, and move the analog stick up and down to aim. Begin hosing down the brothel, targeting the fires that have the pink arrows over them.

There are three main hot spots. When you see steam rising from the fire, then you know you're making progress. When the pink arrow over that area disappears, move to the next hot spot.

## KILL THE ARSONIST

After successfully putting out the fires and saving the hookers, an arsonist darts across the street and climbs to the rooftop of a nearby building. Follow the red blip to find him. You can see the pink arrow over his head from the street, but you can't get a clear shot at him without getting up higher. It's suicidal to climb the same stairs he did and try to confront him on the rooftop; he's armed with Molotovs and throws them regularly and in quick succession. Even getting close to the building is dangerous; he will toss them from the rooftop to the street.



Take one of the many vans you see in driving by in the area and pull into the alley behind the building (south of the arsonist's rooftop). Pull the van or ambulance up to the berm beside to the road wall, but not so close to the building that you're within Molotov range. Climb up onto the hood and then onto the top of the van. Once you're at his level, you can safely target and shoot



him without the risk of being burned. However, he sometimes just runs from the rooftop when you get near, in which case you can just shoot him as he runs through the nearby alley.

## FINGER MESSAGE

Aunt Enid pages you after this mission. She's heard about you and Louise, and reminds you of your family obligations and not to spend all your money on this girl.



## Lance Vance Mission Strand

Lance's mission strand is re-opened after completing this mission.



## ROBBING THE CRADLE

### Overview:

A city welfare official has threatened to take Louise's child away if she doesn't do some "favors" for him. Clearly upset, Louise hires some hitmen to deal with him, not realizing that another worker will just replace him.

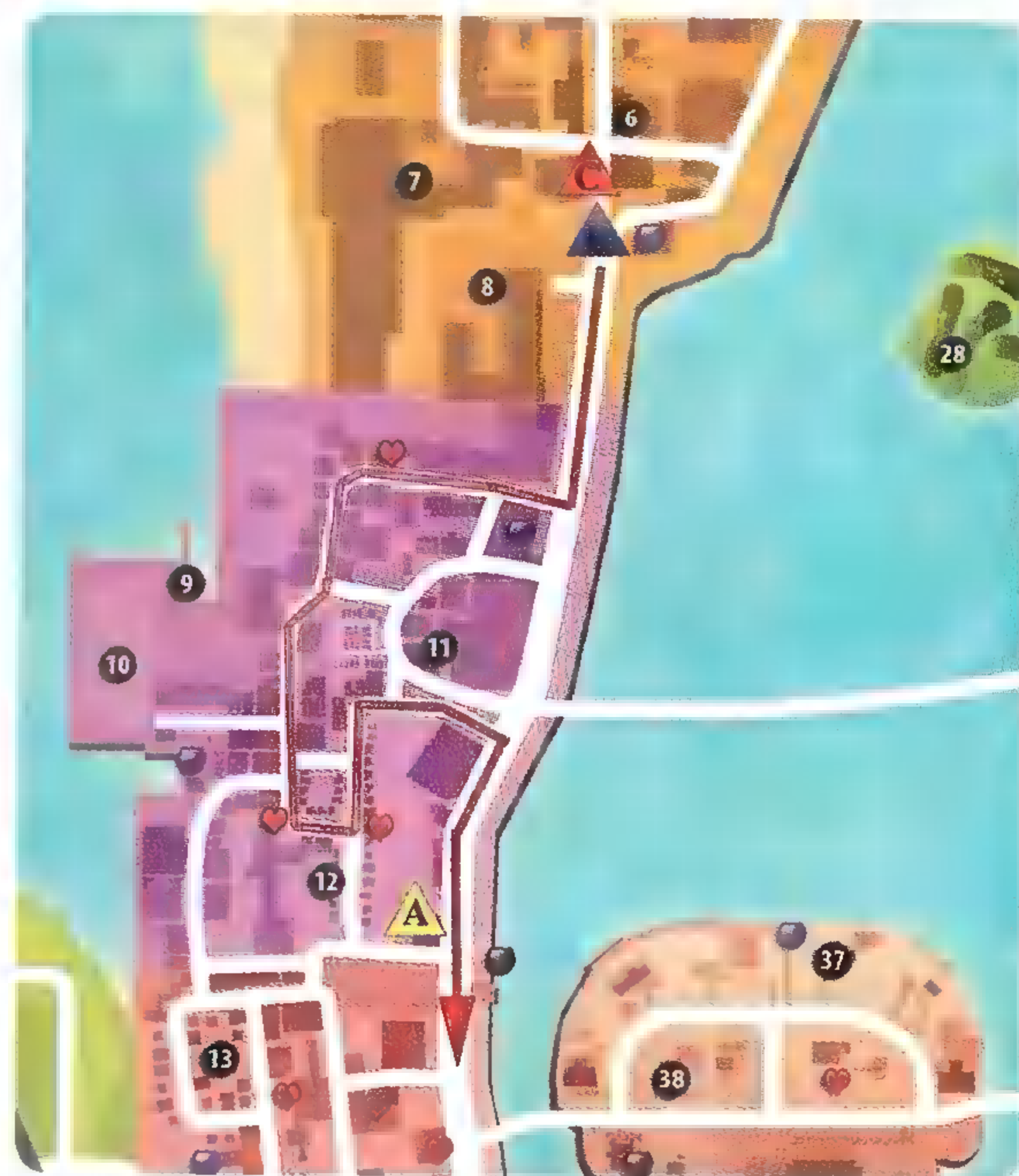


### Objectives:

- ▶ Stop the thugs from killing the welfare guy.
- ▶ Kill the thugs.
- ▶ Scare the welfare guy off.

**Reward: \$300**

- A. START (LOUISE'S PLACE)
- B. WELFARE MAN STARTS HERE
- C. THUGS START HERE
- RED LINE: WELFARE MAN'S ROUTE



### TIPS

#### STOP THE THUGS FROM KILLING THE WELFARE GUY



The welfare man is indicated on the radar as a blue blip. The thugs trying to kill him appear as red blips. A meter displays the welfare man's health on screen. If this meter drains, the thugs successfully take him out and the

mission is failed. You must act quickly.

#### SCARE THE WELFARE GUY

Next, follow the new red blip to locate the welfare guy. (His blip changes from blue to red once you waste the thugs.) Ram his car a few times, but don't make it burn. Use drive-bys sparingly and cautiously; you're only trying to scare him, not kill him. When he runs from his car, he agrees to



leave Louise alone. This ends the Louise Cassidy-Williams missions.

#### KILL THE THUGS



Get a car and follow the main road north until you spot the thugs' Bobcat (pickup). They're on the opposite side of the road, heading your way. Ram them head-on or drive-by shoot them if you're on a bike. Spin them

out or shoot until their truck burns—just keep them away from the welfare man's Perennial. Once their car is damaged out, they try to escape and attack on foot. One is packing a Micro SMG, so be careful. Gun 'em down!

### PAGER MESSAGE

Louise pages you after this mission to thank you for helping, and tells you not to be such a stranger. Hint-hint, nudge-nudge, say no more...





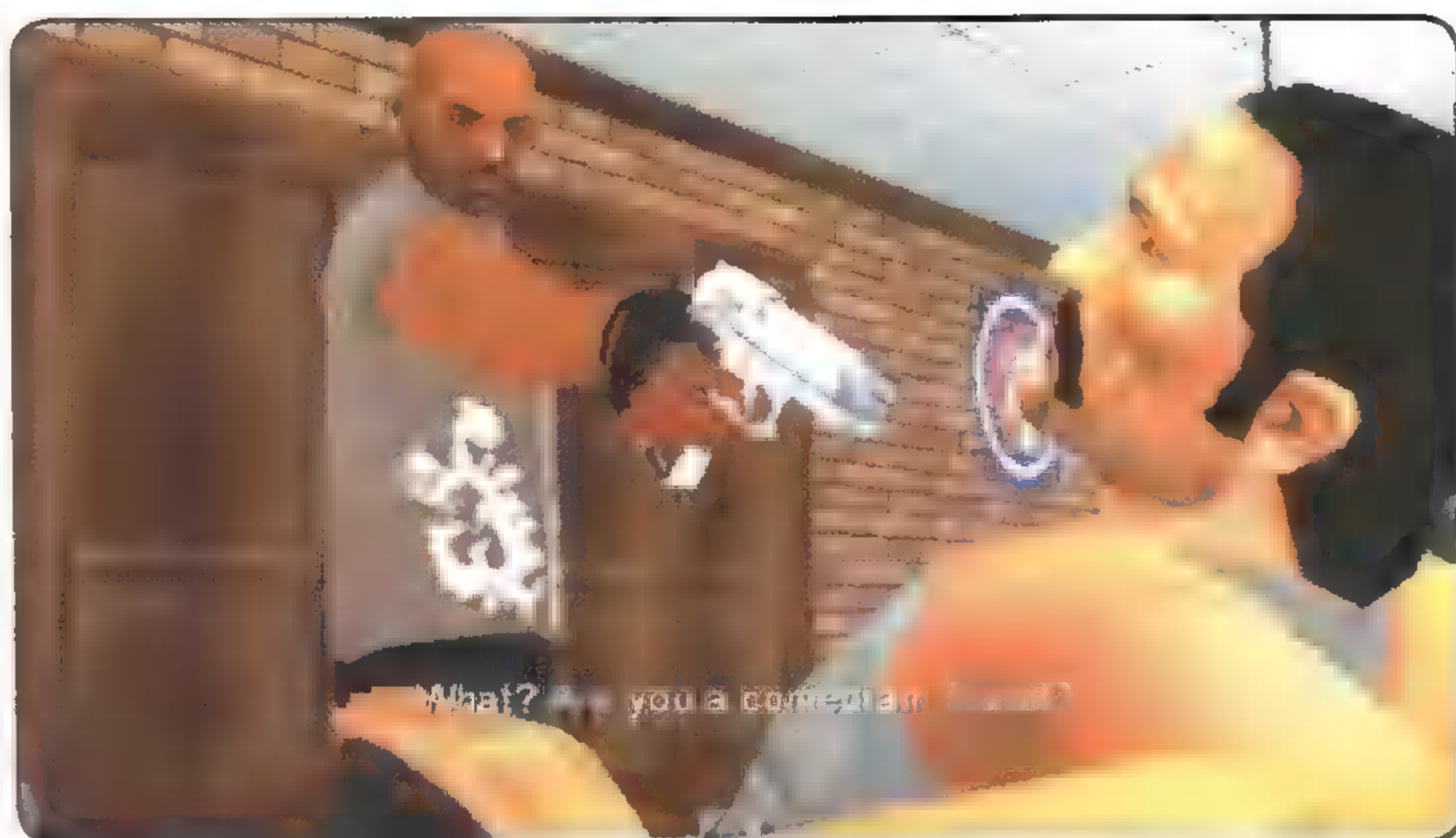


# UMBERTO ROBINA

## CE PACKAGE

### Overview:

After seeing Vic and Lance tear through Havana shooting Cholos and hearing about what you did to Marty, Umberto thinks you may be able to help each other out. However, he's not yet convinced that you are a capable gang leader. He has arranged a competition for a selection of hopefuls who want in on his gang—whoever returns the Downtown package to him first, wins. Since you're by yourself, Umberto provides you with a companion.



### Objectives:

- Pick up the package.
- If another team gets the package, kill them to get it back.
- Bring the package back to Umberto at the docks.

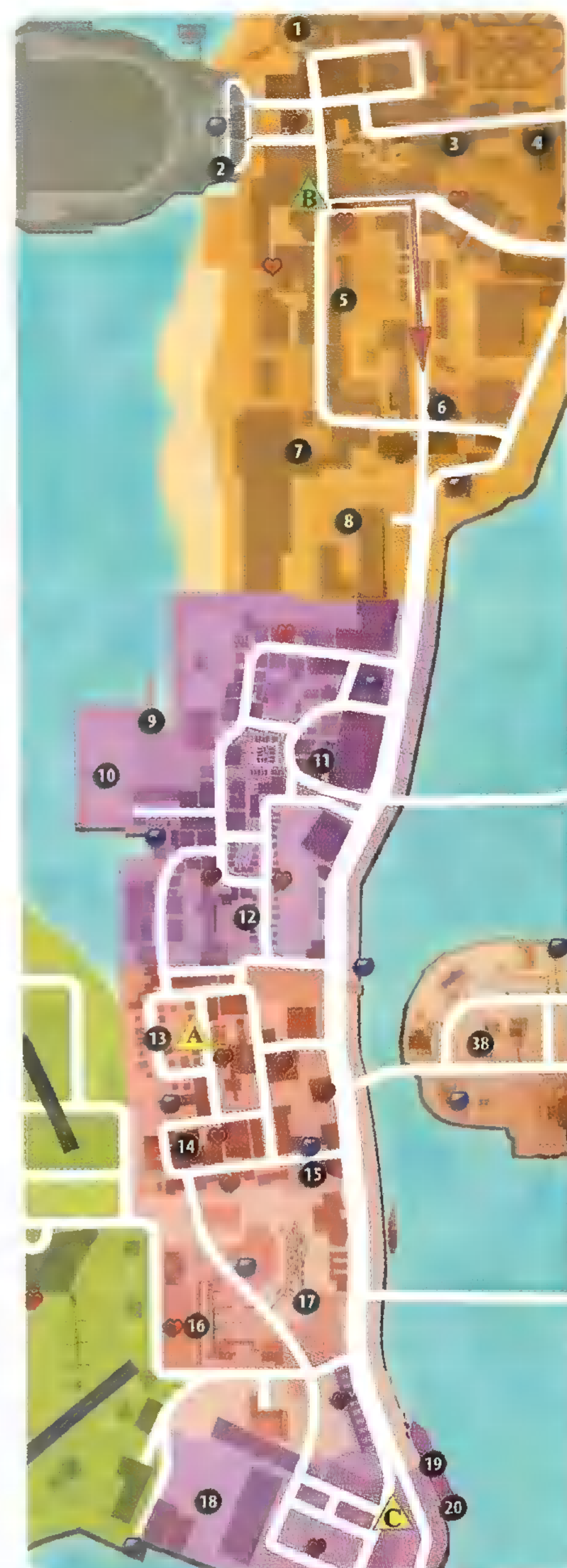
**Reward: \$750**

A. START (UMBERTO'S PLACE)

B. PACKAGE'S START POINT

C. DROP-OFF

RED LINE: HILBERTO'S ROUTE WITH PACKAGE



## TIPS

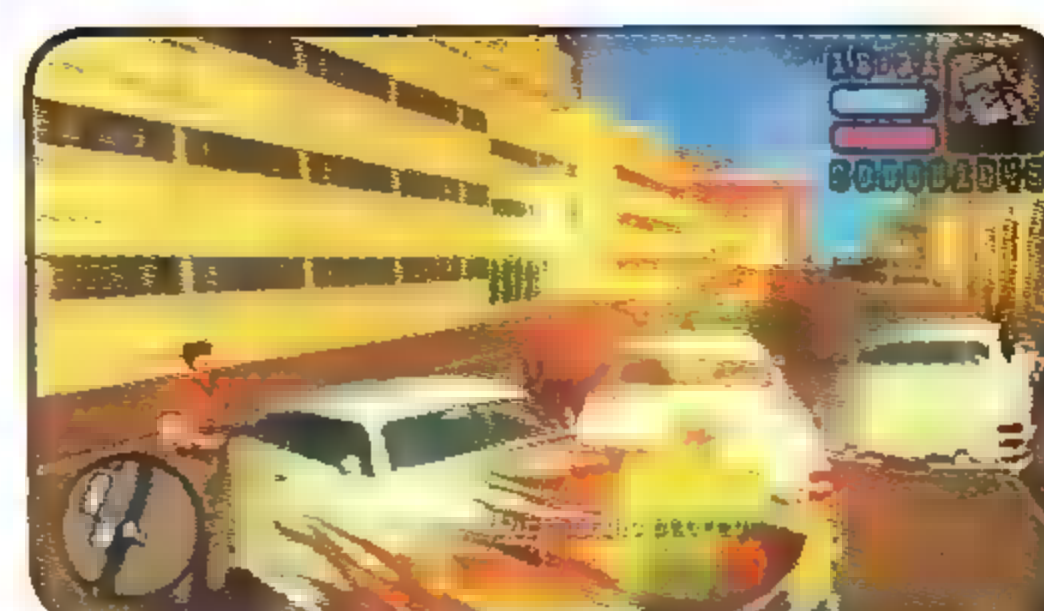
### RACE TO THE PACKAGE

Umberto sends Juan with you. He'll shoot while you drive. This is a competition between you and other gang-leader hopefuls. Each car has a driver and a shooter. Race to the package Downtown, following the green blip on the radar.



### TAKE HILBERTO DOWN

Chances are that Hilberto will reach the package first. When another team has the package, you must kill them to take it back. Depending on your speed, you should find him around the fire station Downtown or near the Downtown Ammu-Nation. You won't be the only one trying to get the package; the other teams will be nearby, as well, and bullets will be flying. Since you know



he is going to pass the fire station, park sideways in the street here and prepare a drive-by attack as he approaches. Block his passing attempts by pulling forward or backward in front of him.



A pink arrow appears over the car of the team with the package, or over the actual guys if they're on foot. Attack the target vehicle. If the car is damaged enough, the occupants jump out. Shoot the handler to make him drop the package. A green arrow then appears above it. Having full Health and Armor before you begin this mission is essential as you must exit your vehicle and expose yourself to bullets. Get out of your car and run straight for the package (it could be a foot race to it, so be prepared to auto-target and shoot with your submachine gun). Take the package and get into the nearest vehicle to avoid unnecessary bullet damage. If you don't have time to wait for Juan to enter your car, then leave without him. Cops could be swarming.



## TAKE THE PACKAGE TO UMBERTO



When you have the package, a yellow blip appears far to the south at the docks. There's potential for a very high Wanted Level, so stop by the Pay 'n' Spray along the way if things get crazy. Otherwise, speed like there's no tomorrow to keep your opponents in the distance. Stop in the yellow marker in the lot just past the dock gates.

## BALLS

### Overview:

Knowing that you were a military man, Umberto wants you to teach his Cuban boys how to be good fighters. Cholos have been causing havoc in Little Havana and Umberto's had enough. He tells you to clear them out of his territory.



### Objectives:

- Take care of the Cholos thugs causing havoc in Little Havana.

**Reward: \$800**

- |                                   |                     |
|-----------------------------------|---------------------|
| A. START/FINISH (UMBERTO'S PLACE) | D. CHOLOS (ON FOOT) |
| B. CHOLOS (ON FOOT)               | E. CHOLOS (IN CAR)  |
| C. CHOLOS (IN CAR)                | F. CHOLOS (ON FOOT) |



## TIPS

### HAVOC

Umberto provides two of his men to ride shotgun with you during the hunt for Cholos. The havoc meter on the right side of the screen continuously fills as the mission progresses. The more Cholos (red blips on the radar) you take out, the greater impact you have on keeping this meter down. The meter tracks the havoc these Cholos are causing.



There's a mission-specific Micro SMG at the corner of Umberto's house and a four-door car parked across the street. Grab it if you don't have a submachine gun to perform drive-bys. Umberto's men will help shoot

the Cholos when you get close to the enemy. These guys are useful, but it's quicker to shoot the Cholos yourself. Speed is key to keeping the havoc to minimum.



Drive to each location indicated by red blips on the map and defeat the Cholos (red arrows overhead). Keep both of Umberto's men with you when you make the hits. Keeping them in a car is the best way to achieve this. Run over the Cholos on foot—easy targets—and drive-by shoot the others. There are five groups of Cholos, some on the streets and others in cars. Defeat them all, then return the men to Umberto. Follow the yellow blip back to Umberto's place.



## API DON'T SCREECH

### Overview:

Umberto finds out that his father, Alberto, is in town and has gone to see wrestling at the Hyman Memorial Stadium. Unfortunately, his men saw Cholos heading there, so Umberto tells you to pick up his father and bring him safely to the café. He fears the Cholos will seek retribution on Alberto.

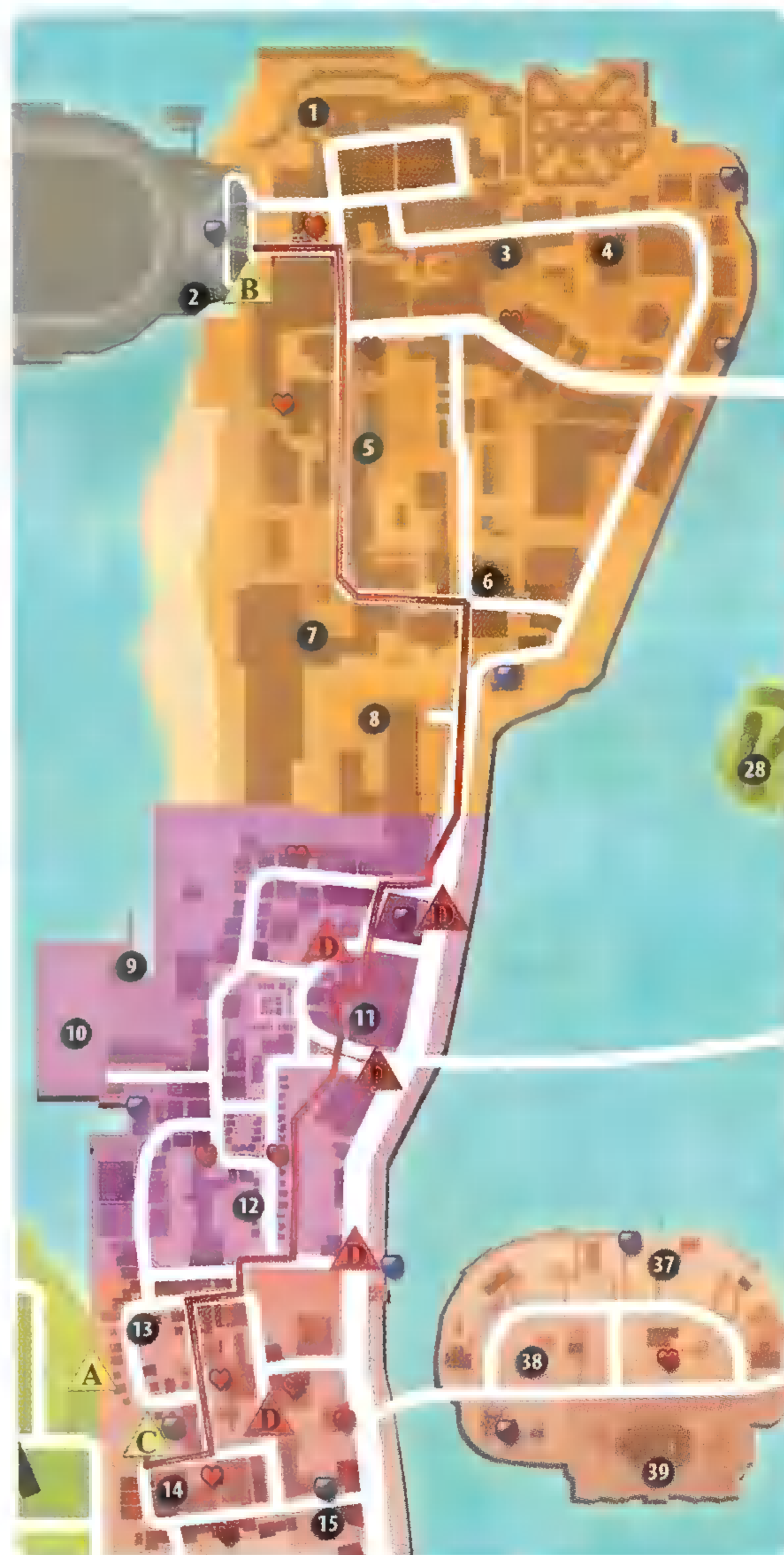


### Objectives:

- Enter Umberto's car.
- Drive to Hyman Memorial Stadium.
- Drive Alberto to the café in Little Havana.

- A. START (UMBERTO'S PLACE)
  - B. PICK UP ALBERTO
  - C. ALBERTO'S CAFÉ
  - D. CHOLOS!
- RED LINE: SAFE ROUTE TO CAFÉ

**Reward: \$1,000**



## TIPS

### DRIVING ALBERTO



Enter Umberto's car in his driveway and follow the yellow blip to the yellow marker outside of Hyman Memorial Stadium to pick up Alberto. You must take Umberto's car; if it is destroyed, the mission is failed.



Alberto needs to get to his café quickly or he won't be there to open it on time. All this stress gives him heart trouble. When he enters the car, you secure a Trip Skip.



You must drive carefully to avoid getting Alberto too excited. A stress meter appears on screen. If you drive too fast and erratically or hit anything, the meter fills. It lowers once you return to safe driving, so a high meter rating can always be lowered



just in case you need to do something drastic to escape a hairy situation. If the stress meter fills completely, Alberto dies of a heart attack and the mission is failed.

On the way to the café, you are warned of Cholo attackers. They're looking for you. Avoid Cholo cars by sneaking past them. The closest Cholos appear as red blips on the radar. You can avoid them by driving through back alleys and generally keeping your distance from them.

If you are spotted, the Cholos will pursue you and use drive-by attacks. You can lose them if you floor it and get far enough ahead of them, but you can't speed too long or you risk collisions and Alberto's stress will skyrocket.



## A GOOD ESCAPE ROUTE

If you take the main strip south toward the Pay 'n' Spray, you'll receive the Cholo warning just before the road that leads to the compound safe house. Turn right at the large green building on the same road that leads to the compound, then take the next left. Cut across the following intersection and drive into the alley. This is a network of several interconnecting alleys. Navigate through them, heading south until you reach the aqueduct.

Drive on the grass between the building and the aqueduct, then take the next paved road to the right and follow the main streets to the café, following the yellow marker. Be careful, sometimes there's a Cholo car waiting on the corner at the print factory. If so, turn left here as usual and then a right to take the alley with the Armor in it to get off the main roads. Afterward, follow the main drag to Umberto's just a few blocks away.

## HAVANA GOOD TIME

### Overview:

Umberto has learned that the Cholos have secured an arms deal with Martinez. He sends you with a couple of his best men to steal the weapons and drop off a little "surprise" for the Cholos.



### Notes:

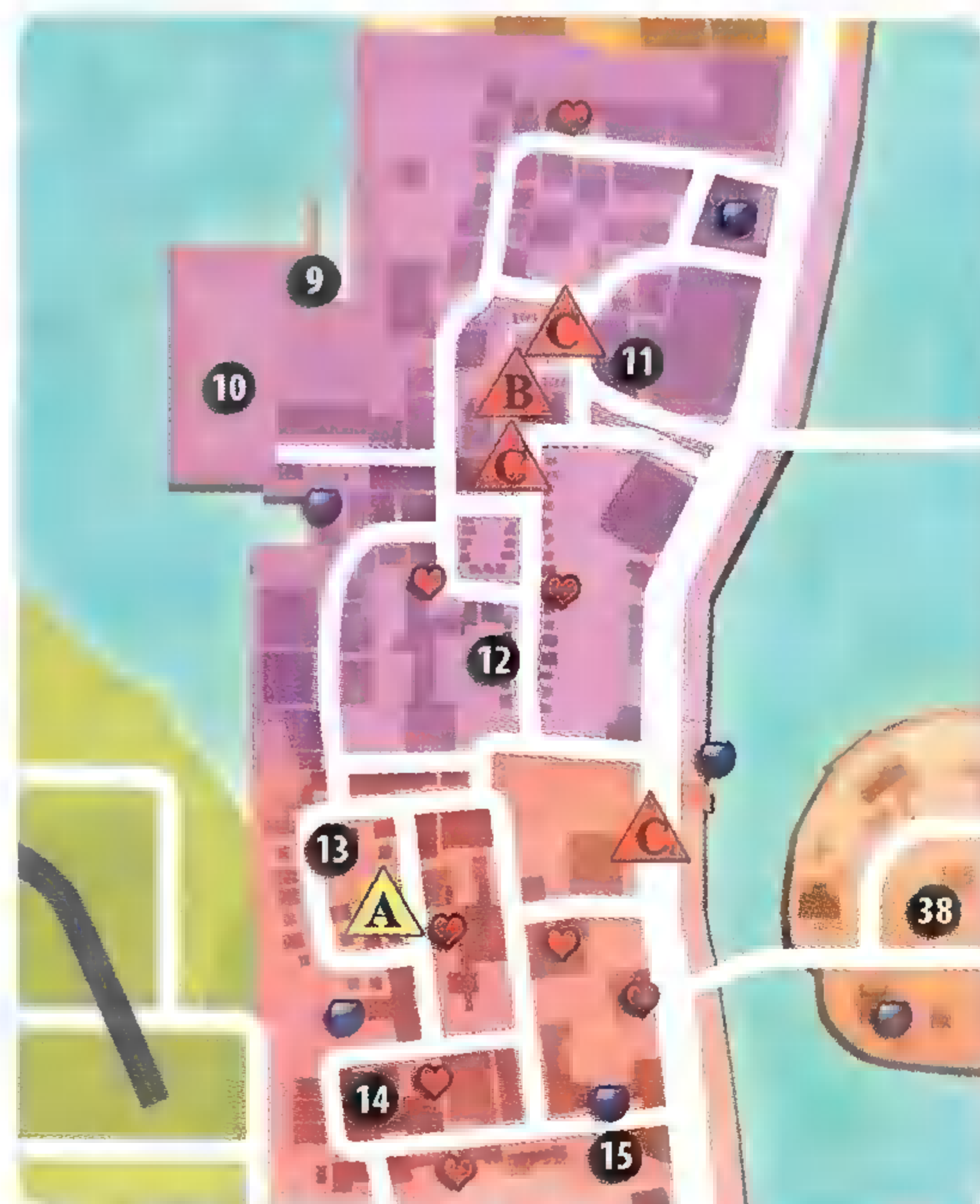
The mission fails if either of the Cubans die, either of Umberto's vans are destroyed, you abandon the van full of guns, or if you abandon the warehouse during the fight.

### Objectives:

- Kill the warehouse guards.
- Protect the Cubans while they load the weapon crates onto the trucks.
- Drive to Umberto's.

**Reward: \$1,500**

- A. START/FINISH (UMBERTO'S PLACE)
- B. WAREHOUSE
- C. CHOLO CHASE CARS!



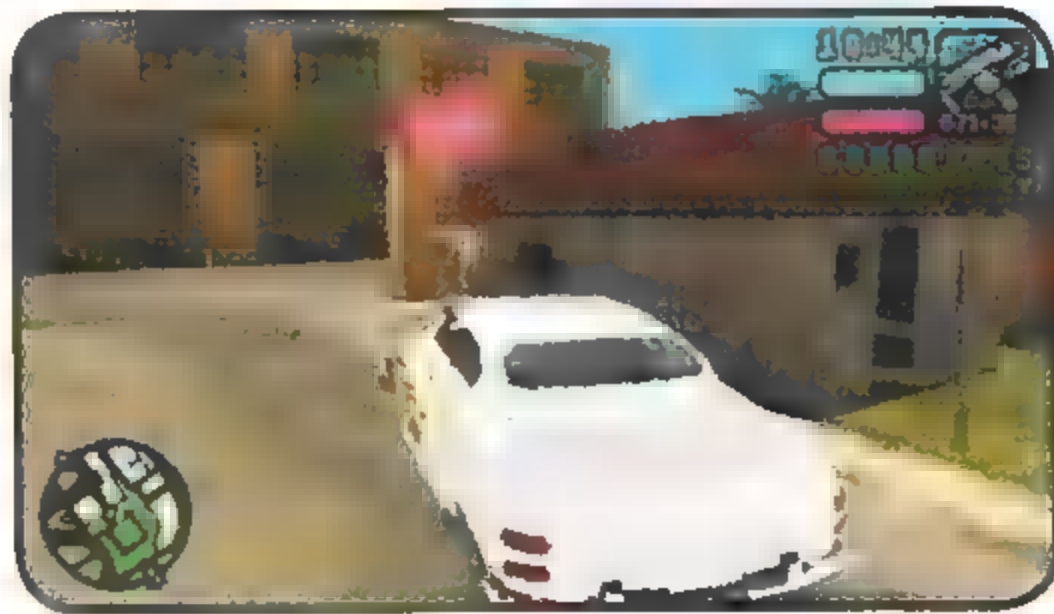




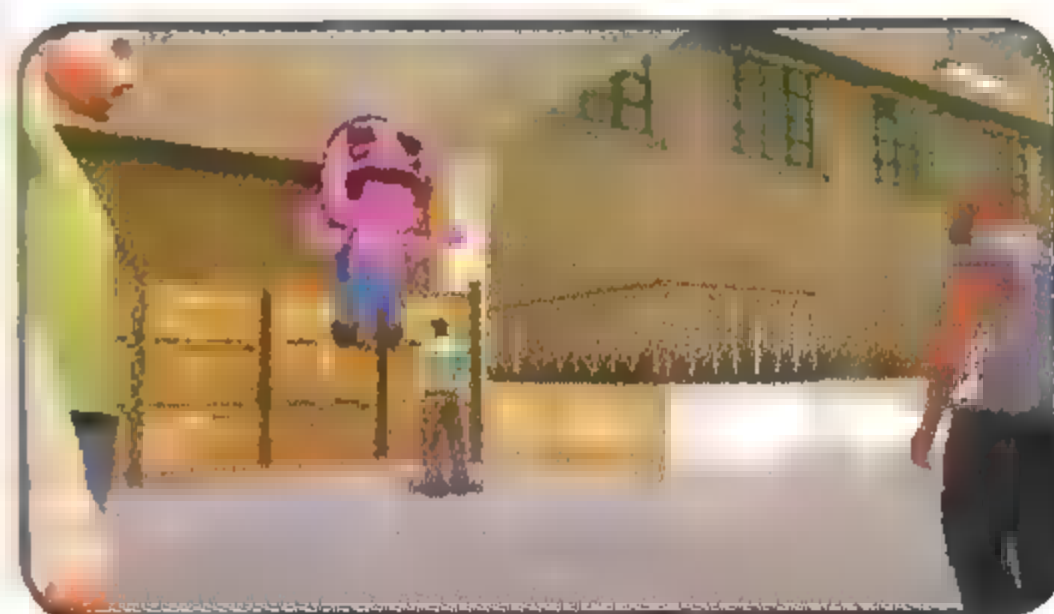
TIPS

## KILL THE WAREHOUSE GUARDS

Make sure you have full Health and Armor before heading to the warehouse. There's a mission-specific Mac next to Umberto's car in his driveway—grab it if you need one. Follow the red blips on the map to the weapons warehouse. You'll know you're close when you hear the gunshots! Pause beside the alley and drive-by shoot into it to eliminate the advancing guards. Then pull into the alley and drive-by shoot those who didn't advance.



## PROTECT THE CUBANS



After eliminating the guards, a cinematic shows a pair of Cubans loading weapons into two vans—along with the cute gift for the Cholos (a piñata full of explosives). You must protect the Cubans while they load

their vans with weapon crates. A gun meter appears on screen. When the meter is full, the vans are completely loaded and the next objective is given.

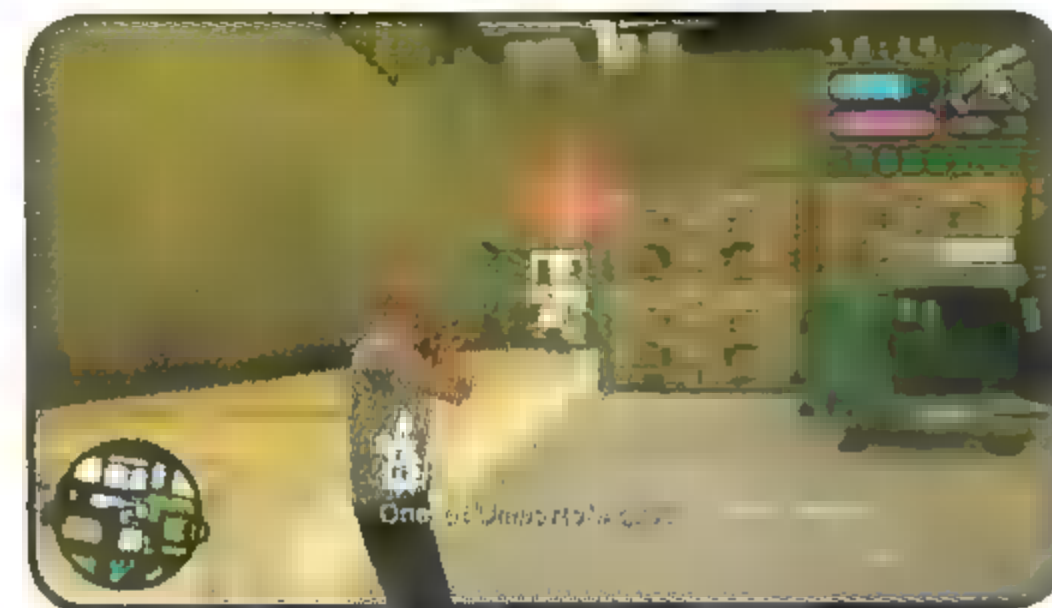
More Cholos approach the warehouse entrances while the Cubans are stealing guns. The Cholos attack whoever is closest to them—you or the Cubans. The warehouse has numerous entrances, but only three are open at the start of the challenge (two alleyways and a green door near the warehouse garage doors). Others open as the challenge progresses. The most important ones to watch are the green doors in the warehouse, near the vans. Keep an eye on the radar to see where the next attack is coming from. The red blips are enemies.



The Cholos initially attack one at a time, but they eventually attack in pairs. Occasionally, they even pull up in cars.



If one of the Cubans is shot, he'll cower and drop the weapons crate he was carrying. The weapon crates are in two piles. Each of the Cubans is responsible for loading their own stack of weapons. If one of the Cubans finishes his load first, he'll help the other Cuban with his.



Keep moving and do your best to pick up the Cholos' dropped weapons. If you run out of ammo before the last weapon crate is picked up, find the submachine gun next to one of the weapon crates. There's also Armor located along the back-interior wall of the warehouse and a Health power-up near the main entry. It's a long battle, so you'll need these.



## DRIVE THE VAN TO UMBERTO'S

Once all the weapons are loaded, you see both Cubans enter one of the vans. Before you hop in the other one and drive it to Umberto's, shoot down any nearby Cholos to reduce the number of bullets firing at your vehicle when you leave. The Cholos continue to appear, so only stay long enough to take out a few, then follow the yellow blip on the radar to Umberto's.

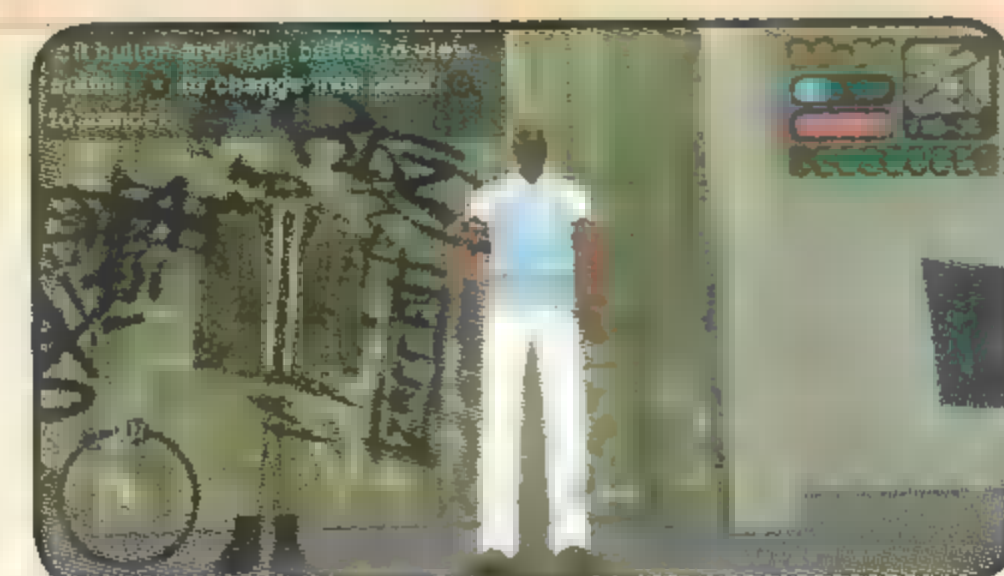


As if this mission wasn't hard enough, you must now also deal with Cholos gang cars on your way back to Umberto's. If the van is destroyed, the mission is failed. Stopping at the Pay 'n' Spray to get van repaired may

be a bad idea (depending on how bad it's messed up) because it gives the Cholos a chance to catch up and corner you. However, if you drive directly to Umberto's, the Cholos pull back when you get close to your destination. Pull into the yellow marker in front of his house to complete the mission.

## Cuban Outfit

The Cuban Outfit is available at all safe house wardrobe closets upon completion of this mission.



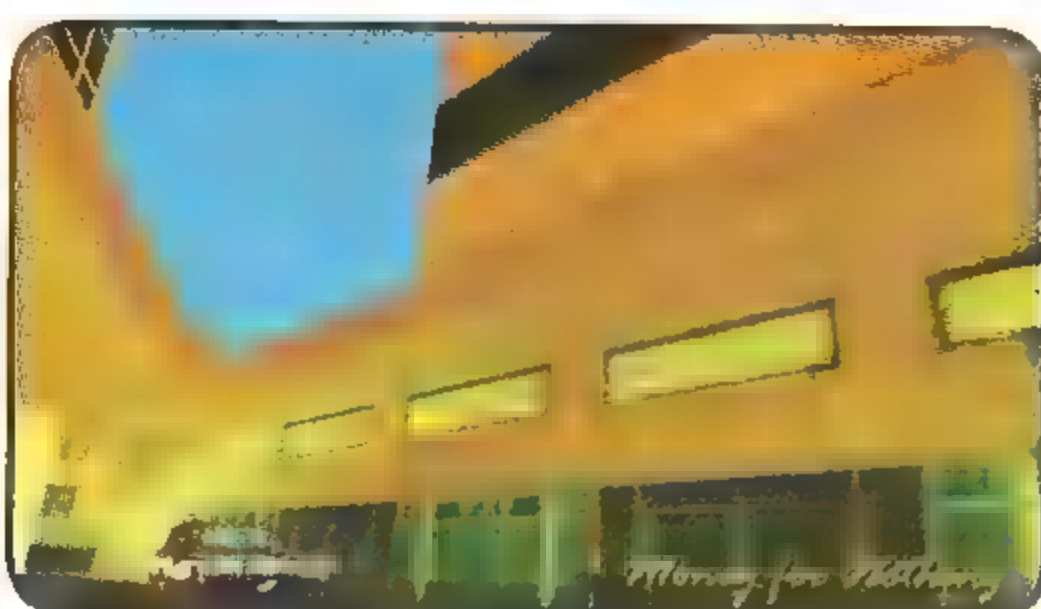


## BRYAN FORBES

### MONEY FOR NOTHING

#### Overview:

Follow the "F" on the map to find Bryan Forbes in a Downtown high-rise. Forbes knows of a van full of drug money parked in a certain warehouse. The DEA has been keeping a close eye on the van for some time, waiting to apprehend anyone foolish enough to claim the loot. Fortunately, Forbes has a plan to use another van as a clever decoy.



#### Introduces:

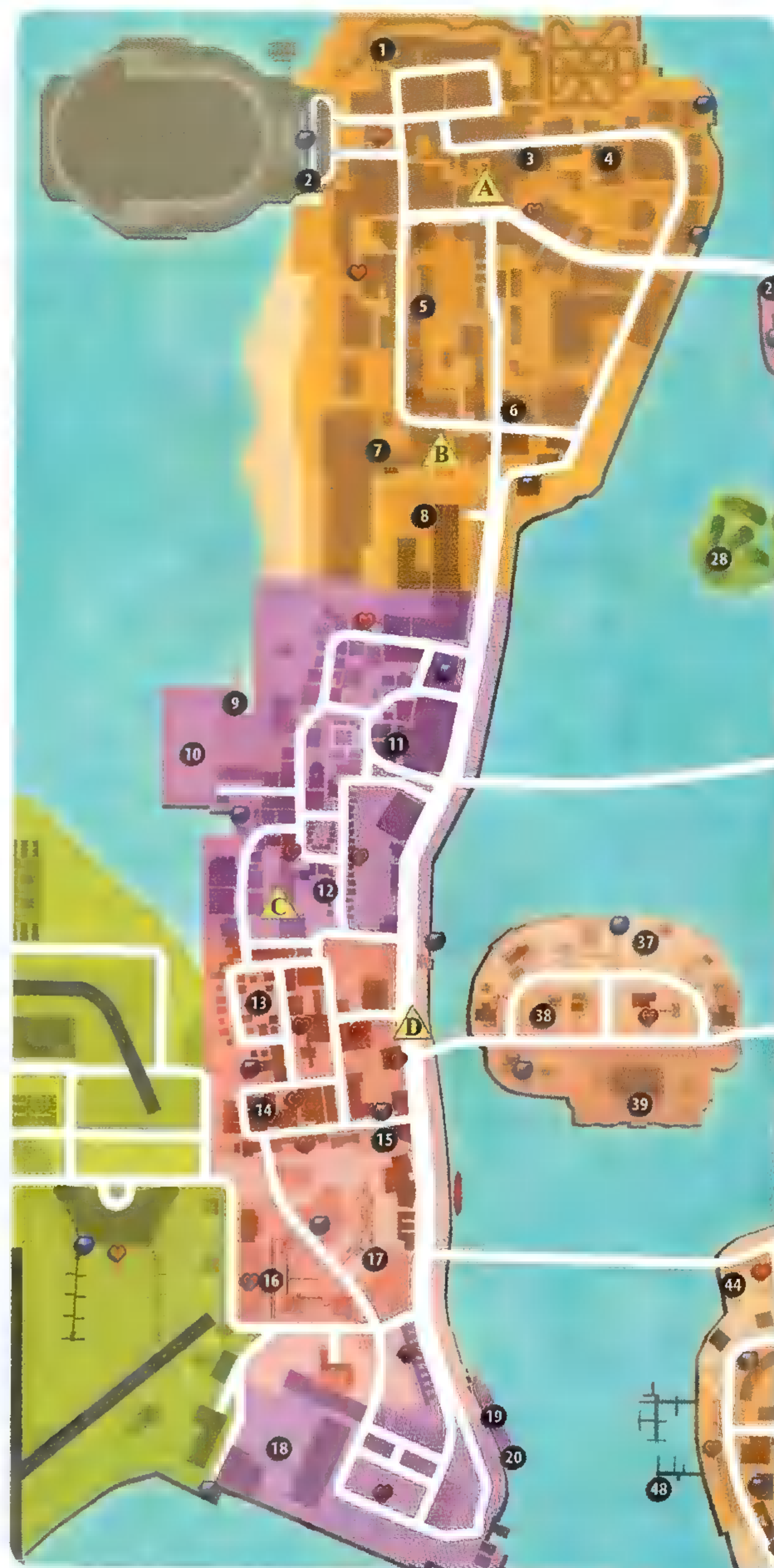
A Civil Asset Forfeiture Impound vehicle.

#### Objectives:

- ▶ Drive to the decoy van.
- ▶ Go to the warehouse.
- ▶ Get back in the van and drive south, away from Lance.
- ▶ Lose the cops once Lance makes it to the lockup.

**Reward: \$1,500**

- A. START (FORBES' HIGHRISE)
- B. DECOY VAN
- C. WAREHOUSE
- D. "SOUTH" MARKER



#### TIPS

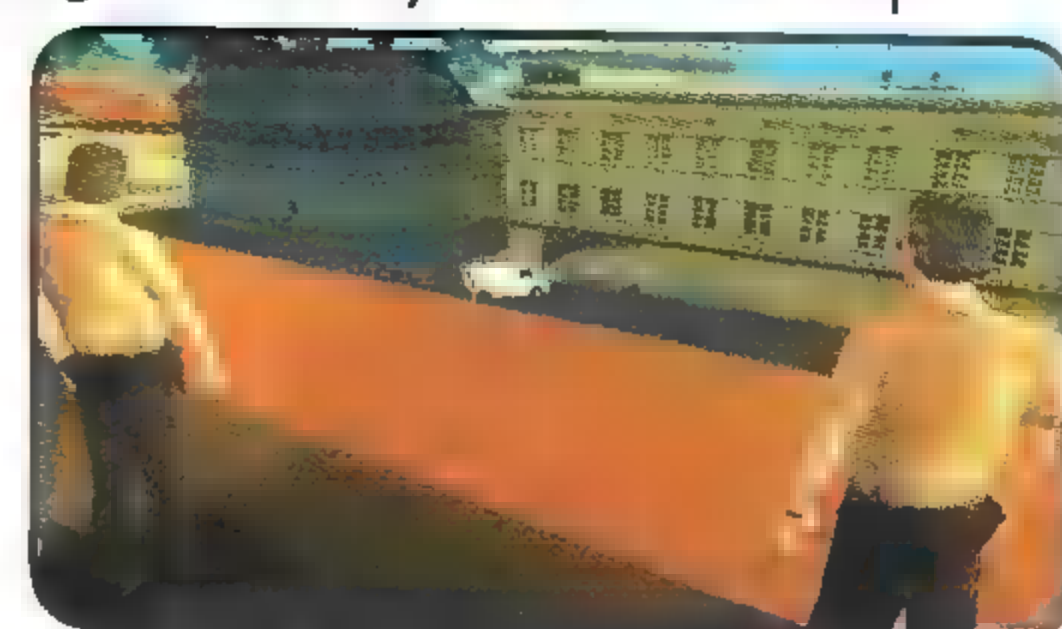
##### DECOY VAN

Take Forbes' Sentinel, which is parked in front of his building, to the decoy van by following the blue blip on the radar. Lance and Forbes need to be with you. The decoy van is located in a parking lot near the Downtown fire station. Enter the van; Lance and Forbes will jump into the back.

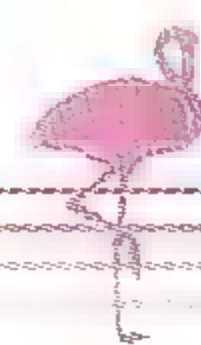


##### THE WAREHOUSE

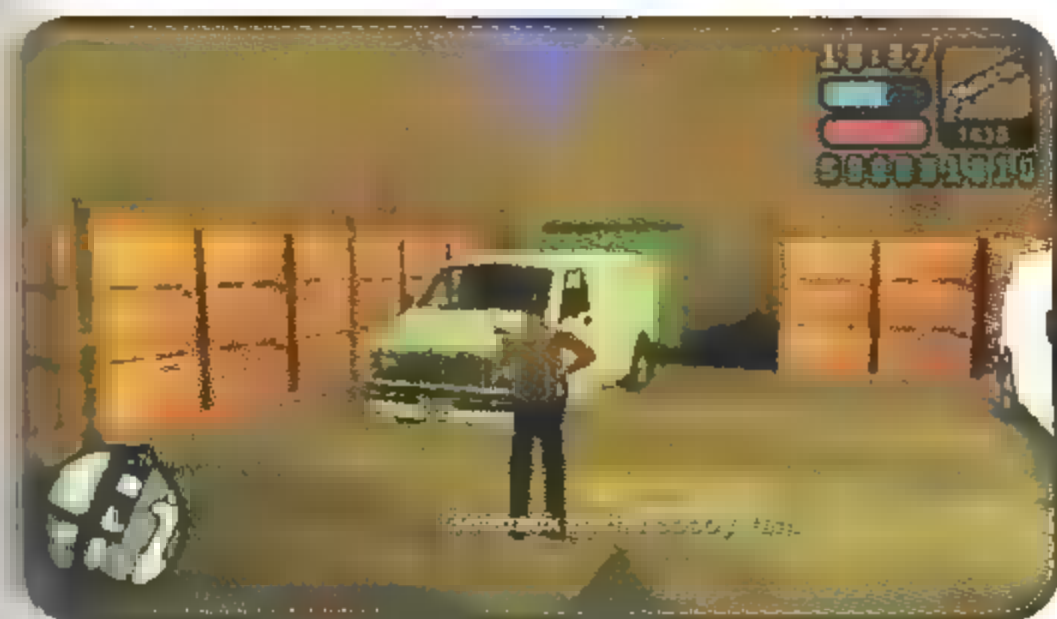
Follow the yellow blip on the radar to the warehouse in Little Havana, then drive to the back of the warehouse and into the yellow marker. Inside, Lance bravely volunteers to drive the cash-laden van while you are stuck driving the decoy to lure the cops away. A cinematic shows the cops staking out the joint from a nearby rooftop. Forbes paints your van to match the color of the cash van.







## LURE THE COPS AWAY FROM LANCE IN THE CASH VAN



Enter the decoy van. You receive a three-badge Wanted Level as you pull away. Lance gives you a small head start as you lure the cops away from him and the money. Soon, he'll leave and head toward the lockup (to the

north) with the dough. If you get too close to Lance as he's driving to his destination, you fail the mission.

Collecting a police bribe lowers your Wanted Level, but only for about 20 seconds, after which it will return to three badges. You actually want to retain the Wanted Level, so make no attempts to do so.

## MISSION FAILURE

You will fail the mission if you attempt to respray the decoy van before Lance has made it to the lockup, as you're no longer acting as a decoy for Lance. If you leave the truck, you will fail the mission for the same reason.

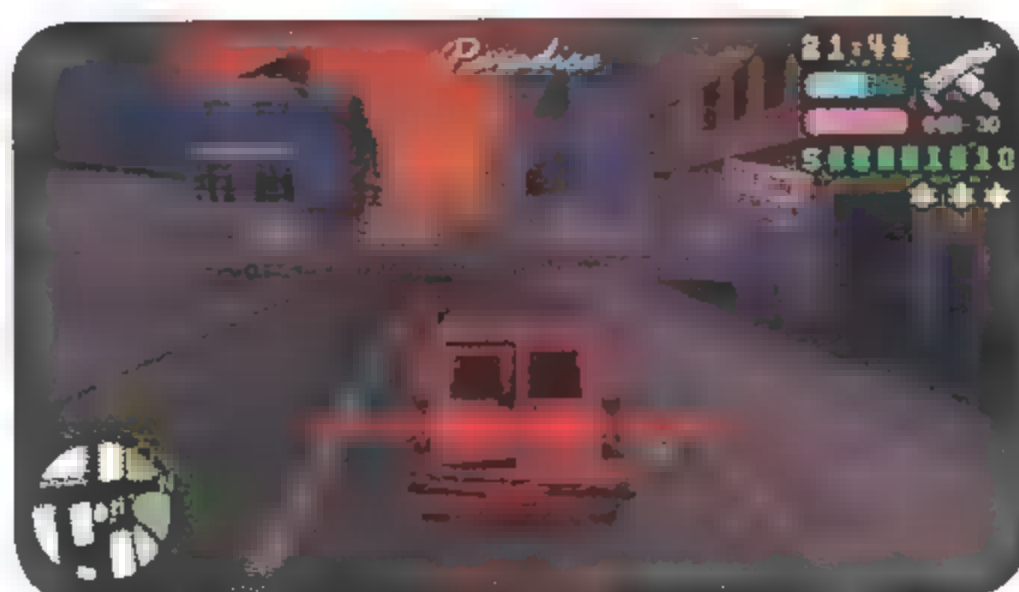


## PROGRESS METER

The blue progress meter that appears on screen shows how close Lance is to the lockup. When this meter is full, you are told that Lance has managed to drive the truck back to the lockup. You are then free to use whatever means necessary to lose your Wanted Level and complete the mission.

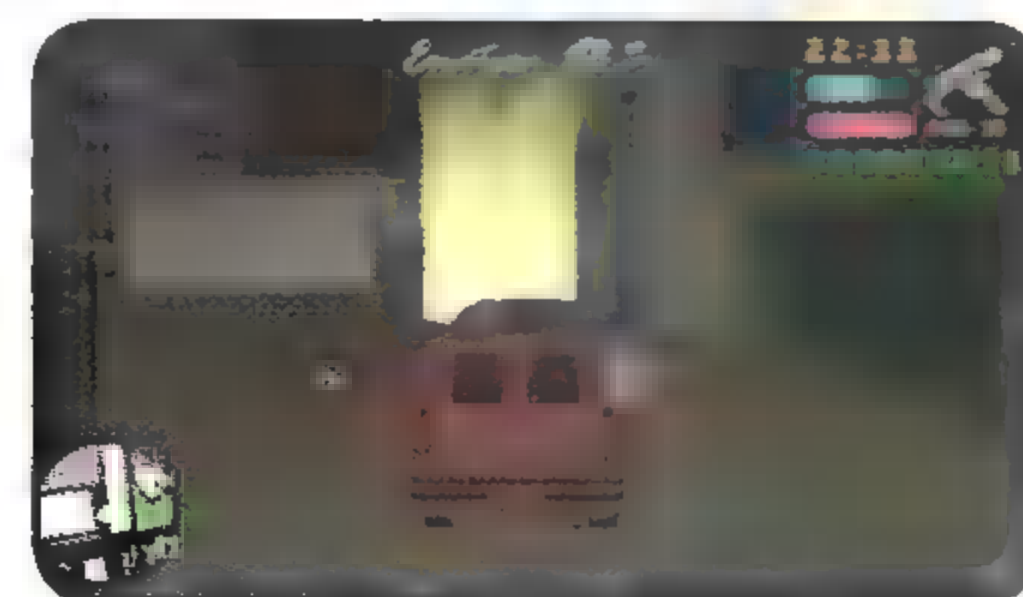
## Safe House Garage Cheat

As soon as you leave the warehouse, drive south to the main shoreline road and race toward your safe house (Phil's old place). Veteran Grand Theft Auto players know that cops don't bug you inside your own garage. Pull into your safe house garage and sit there until the progress meter fills. Once it does, the Pay 'n' Spray in the docks area is just a few seconds away. Lose your Wanted Level with a new paint job and complete the mission easily.



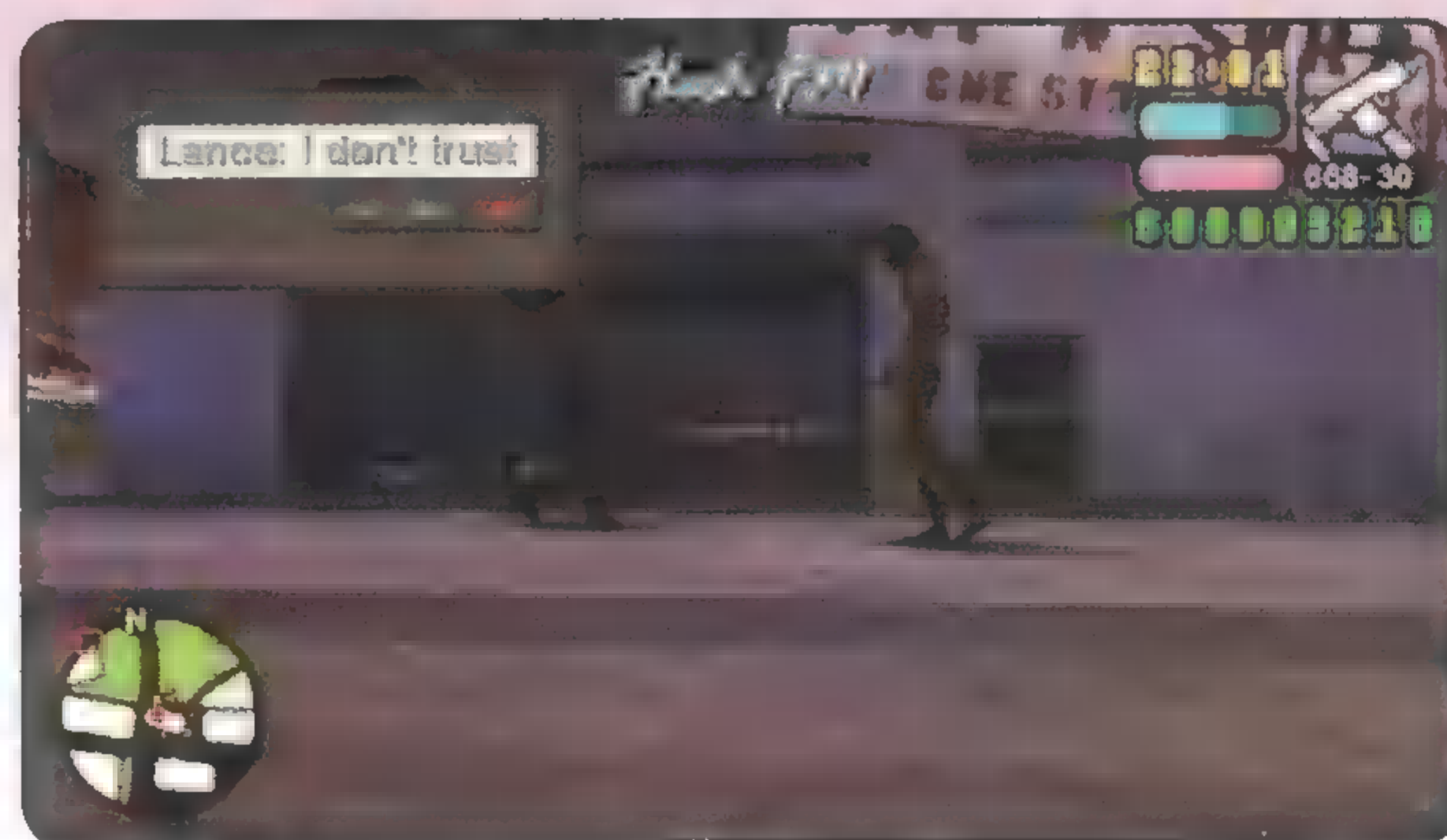
## Civil Asset Forfeiture Impound Vehicle

The van you're driving is on the impound list and the Civil Asset Forfeiture Impound lot is only a short drive away. Drop this Pony off and make a little more dough—\$400!



## PHONE MESSAGE

Lance pages you and says he doesn't trust Forbes anymore. He says to meet him at the arena.



## Forbes Mission Availability

There are no more Forbes missions available until you complete Lance's "Caught as an Act."



## LEAP AND BOUND

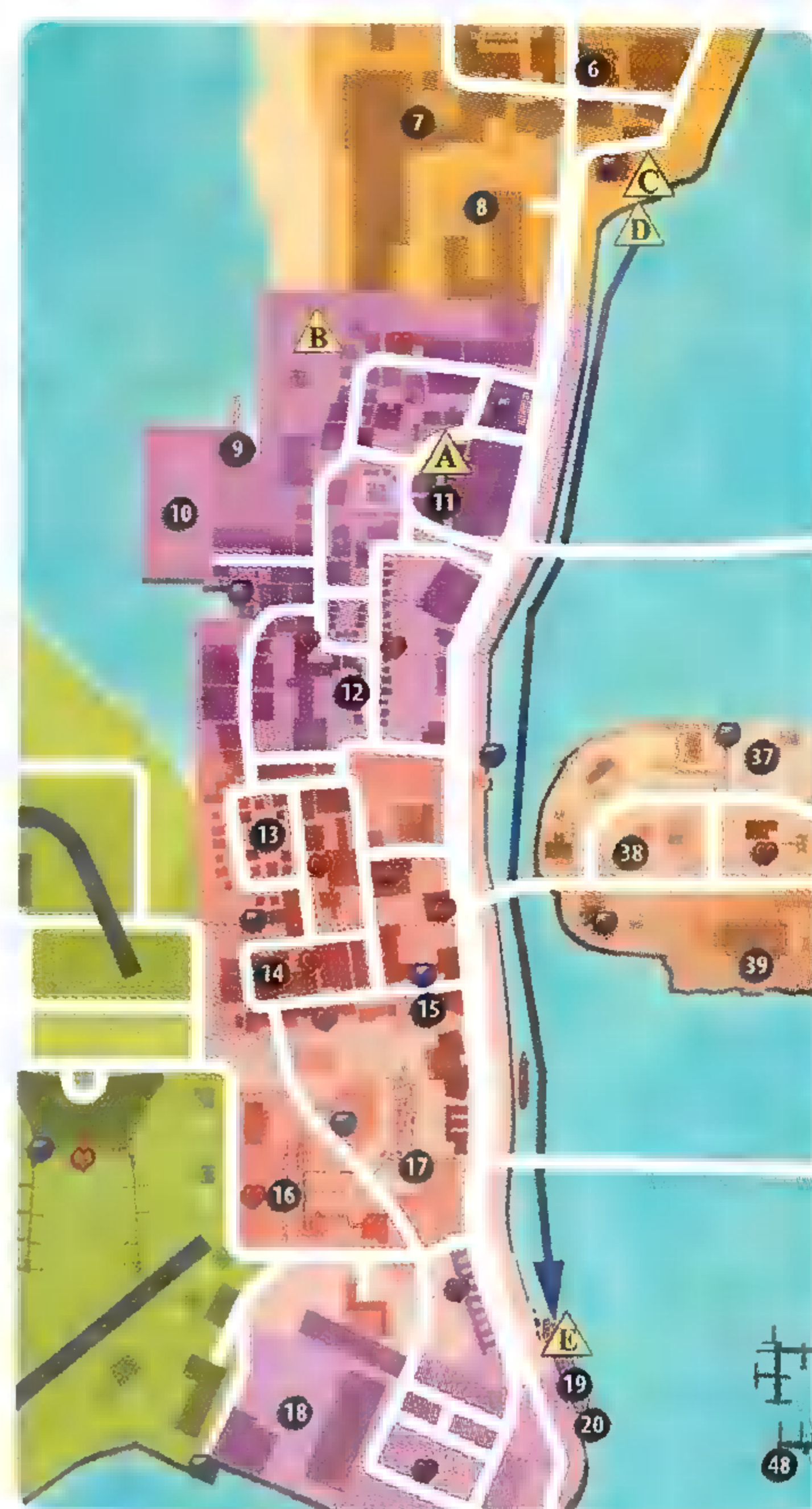
### Overview:

Attempting to get on your good side and stay alive, Forbes spills the beans on a job of his. He's supposed to be going undercover to meet a contact who carries large amounts of cash and coke, but does not employ bodyguards. You're not convinced, but your gung-ho brother is buying it and takes the bait.

### Objectives:

- Find a vantage point.
- Keep an eye on Lance.
- Head down to the pier and help Lance.
- Chase the boat.
- Board the ship.
- Find Lance.
- Untie Lance.
- Collect the contraband.
- Get off the ship and meet Lance onshore.

**Reward: \$1,500**



- A. START (DERELICT BUILDING)
- B. SAFE HOUSE
- C. VANTAGE POINT (ON ROOF)
- D. CONTACT'S SPEEDBOAT (BLUE LINE: BOAT ROUTE)
- E. SHIP WITH CONTRABAND

### TIPS

#### VANTAGE POINT

Take the Esperanto parked nearby, then follow the yellow blip on the radar to find a good vantage point Downtown. The building in question is the Greasy Chopper. You can find roof access stairs on the side facing the water. Head up to the roof and step into the yellow marker.



To use the binoculars, press **⏏** and **⏏** to zoom in and out. Zoom in to Lance and the stranger at the pier and you'll witness Lance being struck by Forbes' contact.

#### WATCH OVER LANCE



You are given binoculars and instructed to use them to keep an eye on Lance, who's meeting the connection on the nearby pier. Lance appears as a blue blip on the radar. After stepping into the yellow marker on the rooftop,

you must remain up there to avoid being spotted, which leads to mission failure.





## HEAD DOWN TO THE PIER TO HELP LANCE

Run down the stairs toward Lance, who is kidnapped and dragged into a boat. Enter the Comet at the pier and speed south toward the boat. Watch the blue blip on the radar. You must follow it to the destination while remaining close enough to see where it goes. Ride in the grass along the shoreline as often as possible to avoid traffic (you only have to get on the road to avoid the bridge entry points). You are warned if you get too far behind, so put the pedal to the metal.



## BOARD THE SHIP



A cinematic plays when you get just beyond the floating restaurant. You can see the boat you're chasing pull up beside a large ship at the docks. Lance has been taken aboard this vessel, so back up and drive fast

along the sidewalk toward the ship.

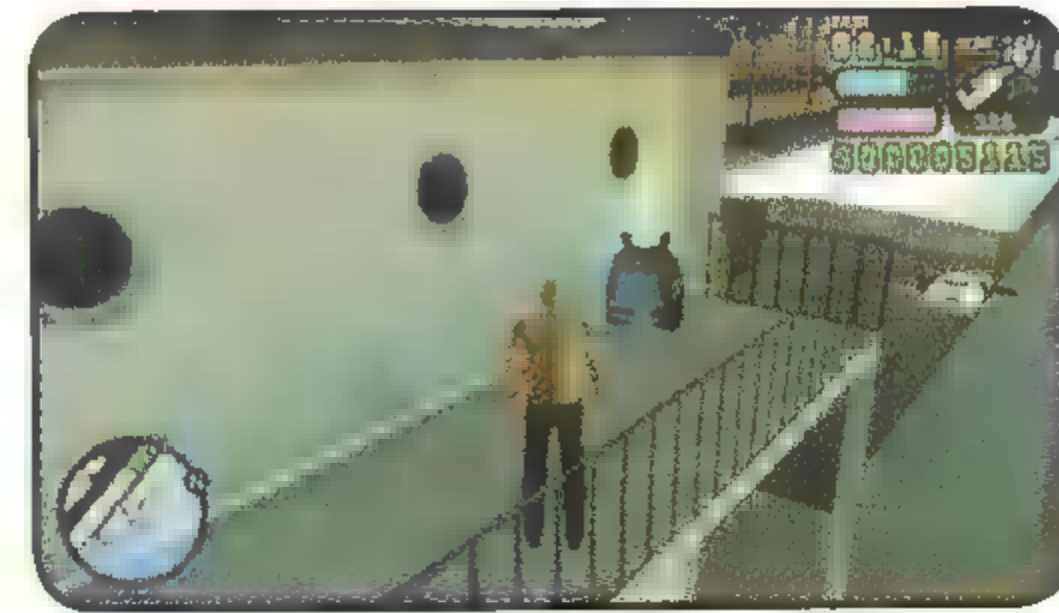
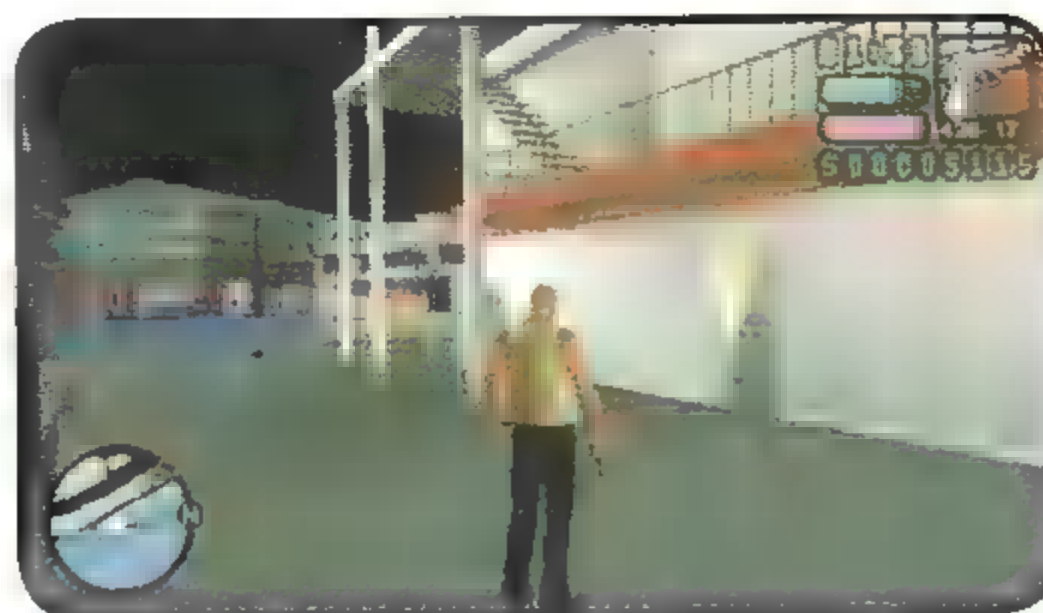
Cut across the lawn just as you pass the last tree between your car and the USJ ramp. Hit the ramp at such an angle so that your car lands on the ship. If you fail and damage out your vehicle, find another Comet near the ramp.

A gunman stands on a raised platform aboard the ship. You may run over him... you may not. Just be aware that this is the only enemy outside and he should be dealt with before he shoots away your armor or health.



## ENTER THE SHIP TO FIND LANCE

Follow the yellow blip on the radar to the south side of the main cabin. The entry is on the deck near the stairs that lead to the higher levels of the cabin. If you need Armor before you enter the cabin, you can find some on the east side of the third level. Use the stairs near the cabin entrance to reach it.



## SHIP INTERIOR

Once inside, select an assault rifle and head slowly down the stairs. Target and shoot the guy in the hallway intersection below. If you continue forward through the hallway this guard was protecting, you'll enter a balcony that overlooks Lance and the three guards holding him. Shoot the guard trio from this balcony with an assault rifle. Your next objective is to get down there and untie Lance.



## FREE LANCE

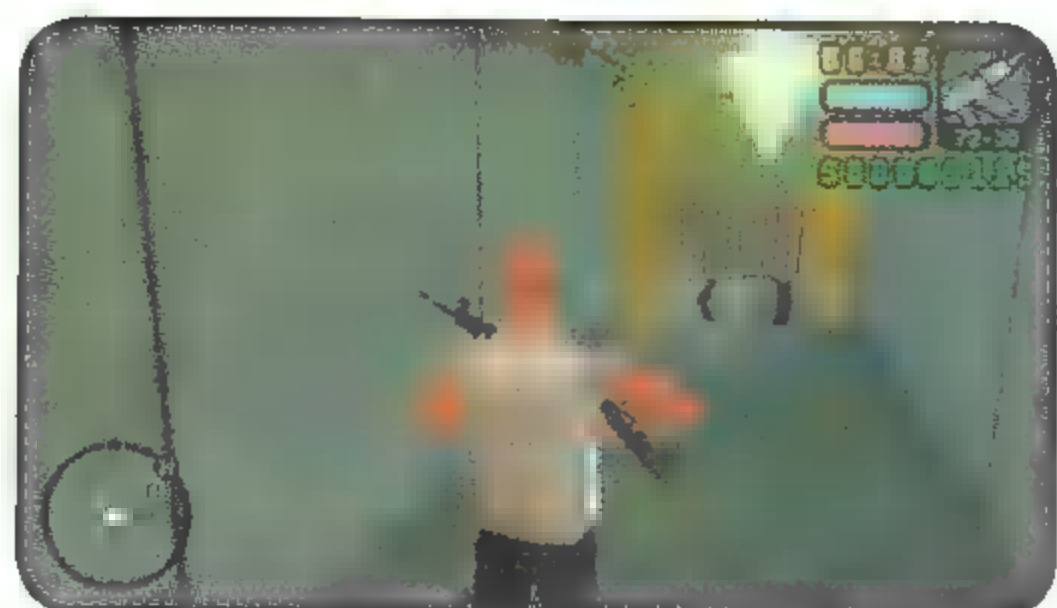
Return to the hallway intersection and take the unexplored hallway to the engine room. Blow away the two guards inside and grab the Health power-up below the stairs. Continue through the next hallway to reach Lance. A cinematic shows him being untied and discussing the fact that Forbes said there would be no bodyguards. Lance leaves to find a vehicle and tells you to get what you came for. He'll meet you on shore.





## CONTRABAND ON THE BALCONY

The five packages of contraband appear as green blips on the radar. There's only one inside the ship—upstairs near the balcony where you shot at Lance's captors. Retrace your route back to the balcony and collect that package. You receive a message that the rest are on deck. As you head back up the stairs, shoot the guy near the exit, then turn to the left and shoot the guy in the little dead-end hallway.



## CABIN ROOFTOP & BOW

You can pop the balloon stuck up under the antenna while on the cabin rooftop. You can also sharp shoot the many guards on the bow of the ship to get the last package. Use the AK47 or M16 in free aim to pick off the guards you can see; a few will be impossible to get from up here. As you shoot a guard on one side, the other one on the same side will run toward you. So, you must hit a moving target without the luxury of auto-targeting.



## CONTRABAND ON DECK

Begin by collecting the contraband on the multiple levels of the exterior cabin. Be prepared to shoot a guard around each corner. Use the radar to help locate each package. When you are on the same level as the contraband, that blip changes from a triangle on the radar to a square.



Once you've eliminated two guards from each side, head down the stairs and finish off those remaining and claim the final package from the end of the ship.



## DISEMBARK THE SHIP AND MEET LANCE ON SHORE

Use the Sanchez motorcycle on the west side of the ship near the bow steps to jump the ventilation ramp the bike was parked beside. Ride south along the ship, then turn around and launch off the vent ramp at an angle that places you on the ground near the yellow marker, which is near the original ramp you used to jump onto the boat. This is where you meet Lance. He takes the goods and leaves you standing there without a ride... again.



There's also one on the west side of the third level that's protected by a guard, another on the fourth level of the west side with two guards, and one on the top level protected by four guards (shoot the first couple of guards before climbing all the way up the highest set of stairs). The fifth package on the bow is under heavy protection.







## BUM DEAL

### Overview:

You and Lance return to the abandoned building where you're holding Forbes captive. Lance has been to Forbes' apartment and checked through his files, so he knows there's a major shipment coming in soon. Forbes does not deny this and says to contact the bikers at the White Stallion bar.

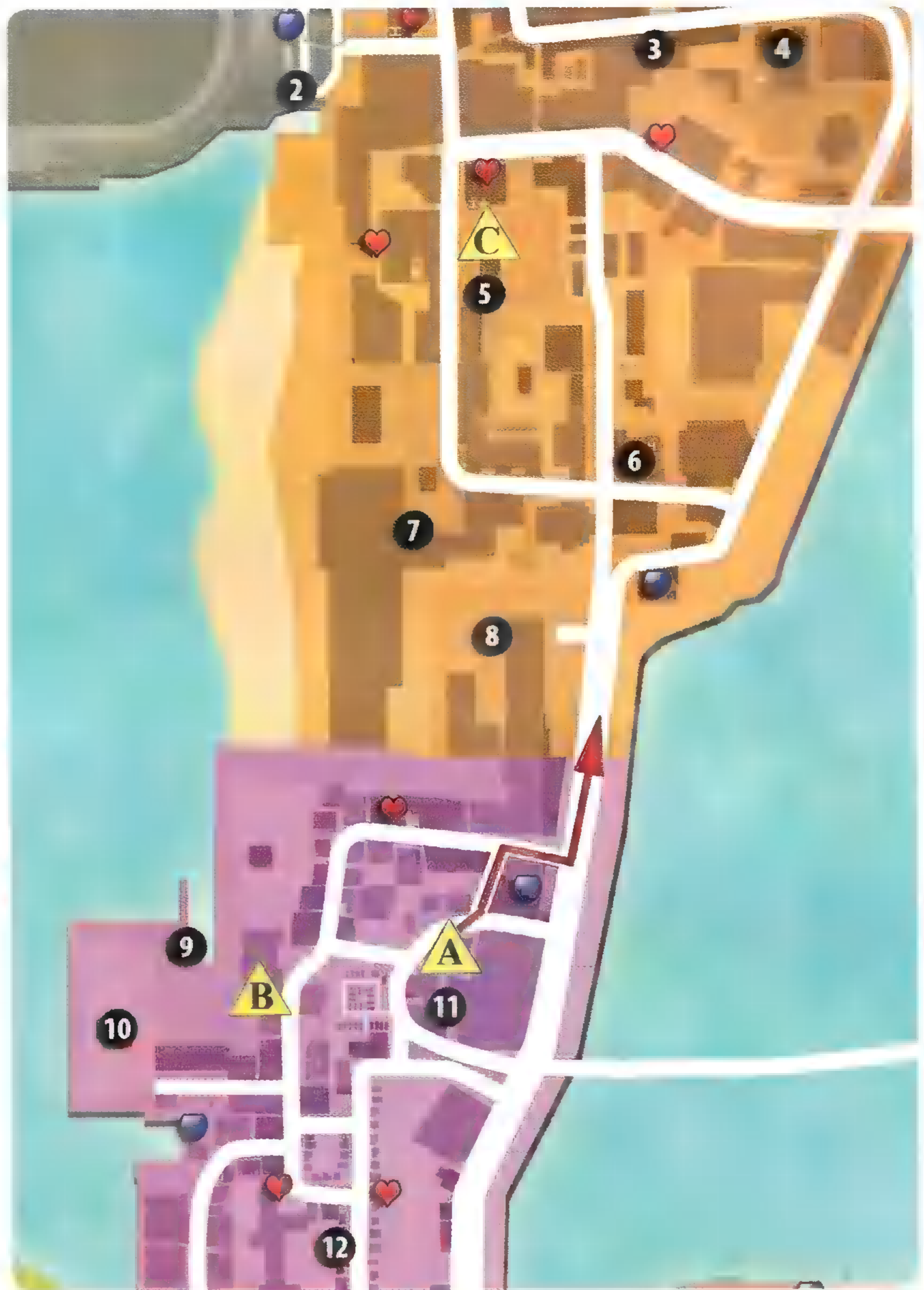


### Objectives:

- Go to the White Stallion bar.
- Take out the Stallions.
- Leave the bar.
- Go back to the derelict building.
- Take out Forbes.
- Take Lance back to his hotel.

### Reward: None

- A. START (DERELICT BUILDING)
- B. WHITE STALLION BAR
- C. LANCE'S HOTEL
- RED LINE: FORBES'S ESCAPE ROUTE



## TIPS

### WHITE STALLION BAR

Enter the car parked outside the derelict building and drive to the nearby White Stallion bar—follow the yellow blip. You must take Lance with you. If he dies, the mission is failed. Once at the bar, gun down all the Stallions (biker gang) on their bikes out front. They won't attack until you shoot, but they will be aggressive when you leave the bar, no questions asked. Defeat them now by pulling up beside them on the sidewalk and using drive-by attacks.





## WHITE STALLION BAR INTERIOR

The bikers are dancing and, when the cinematic ends, they'll want you to join the fun. Gun down all the attacking bikers in the bar while keeping Lance out of your line of fire. Once the dance floor is clear, move slowly toward the bar area. Shoot the bikers behind the bar, as well as those taking cover behind tables. Use the divider wall as cover to expose yourself to only one enemy's attack at a time. Shoot them when they pop up from cover.

## EXIT THE BAR AND RETURN TO FORBES

Exit the bar and head back to the derelict building where Forbes is being held. If you did not defeat the bikers outside, you'll have to kill them now. Forbes has double-crossed you once again. He will pay dearly this time.

## TAKE OUT FORBES

Knocking off Forbes couldn't be as easy as just walking up to him in his captive chair and popping him. Upon arrival, you see him escaping on a motorcycle. Give chase, following the red blip on the map. Avoid getting too far away or the mission is failed. Also, be aware that he's equipped with an SMG, which he will fire on you. Run him over to knock him off his bike, then jump out of the car, target him, and shoot him dead.

## RETURN LANCE TO HIS HOTEL

Get back into the car and wait for Lance to enter, then follow the yellow blip on the radar to take Lance back to his hotel. Lance is still bent on finding out more about that shipment he found in Forbes' files. No money is earned upon completion of this mission, which is partially your fault; the guy who was supposed to pay you is now dead.

## PAGER MESSAGE

Aunt Enid pages again after completing this mission. She says Lance told her that he's running things there. She seems proud of him.





## CHAPTER 3



## Red Balloons

The 99 Red Balloons are hidden all over Vice City. They're located in places where one might expect balloons to get stuck as they float up into the sky: in trees and rooftop overhangs, mostly.

## Red Balloon Rewards

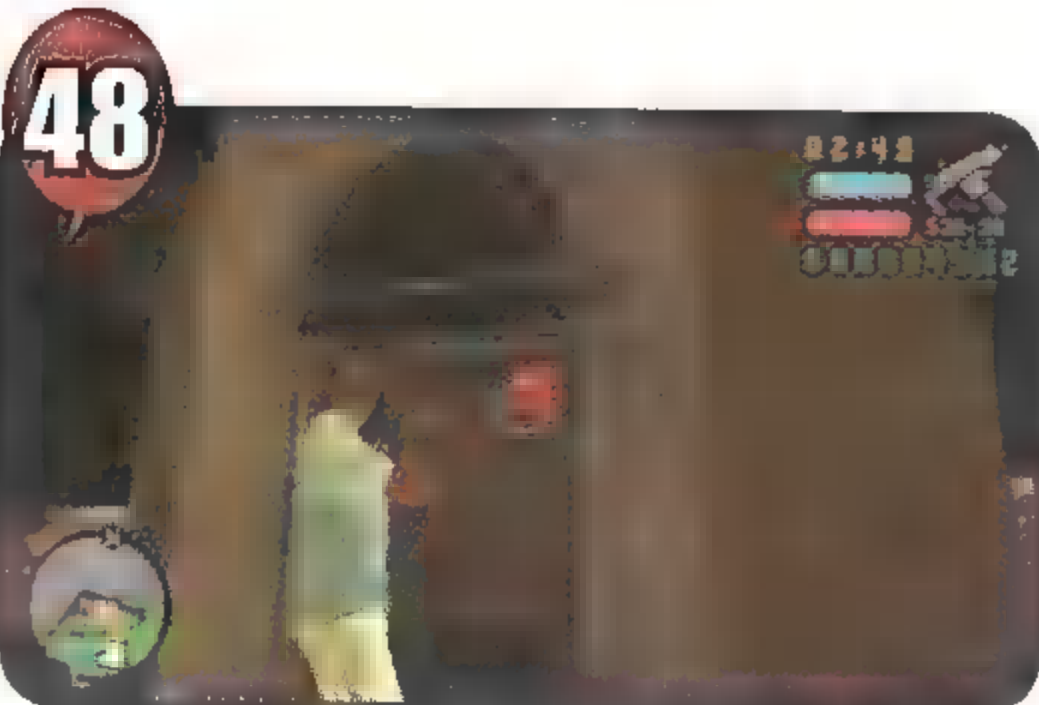
### Balloons Popped

### Power-up Unlocked at All Safe Houses

|    |                |
|----|----------------|
| 10 | Pistol         |
| 20 | Venom 9mm      |
| 30 | Stubby Shotgun |
| 40 | Molotov        |
| 50 | AK47           |
| 60 | Body Armor     |
| 70 | Flamethrower   |
| 80 | Python         |
| 90 | Sniper Rifle   |
| 99 | M249           |

## ISLAND RED BALLOONS

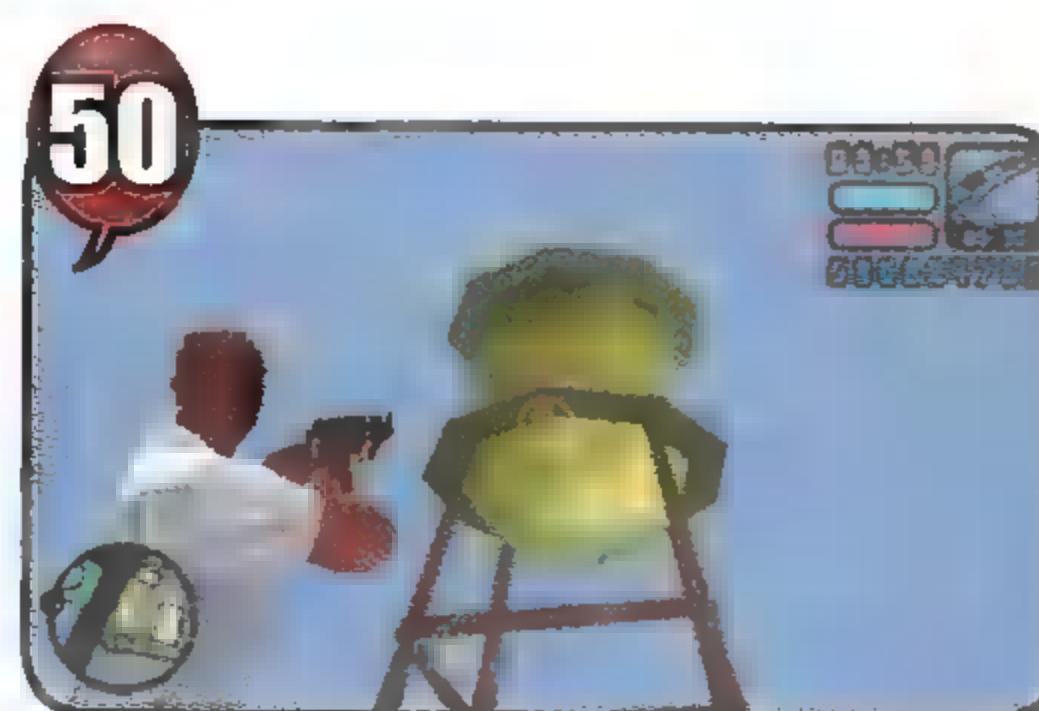
There are 52 Red Balloons available on the islands once the bridges are opened in Chapter 3. We cover those here. For locations of the first 47 and details on this Pastime, refer to the beginning of Chapter 1 in this guide.



**Prawn Island**  
Inside the gazebo poolhouse on the northern tip of the Mendez property.



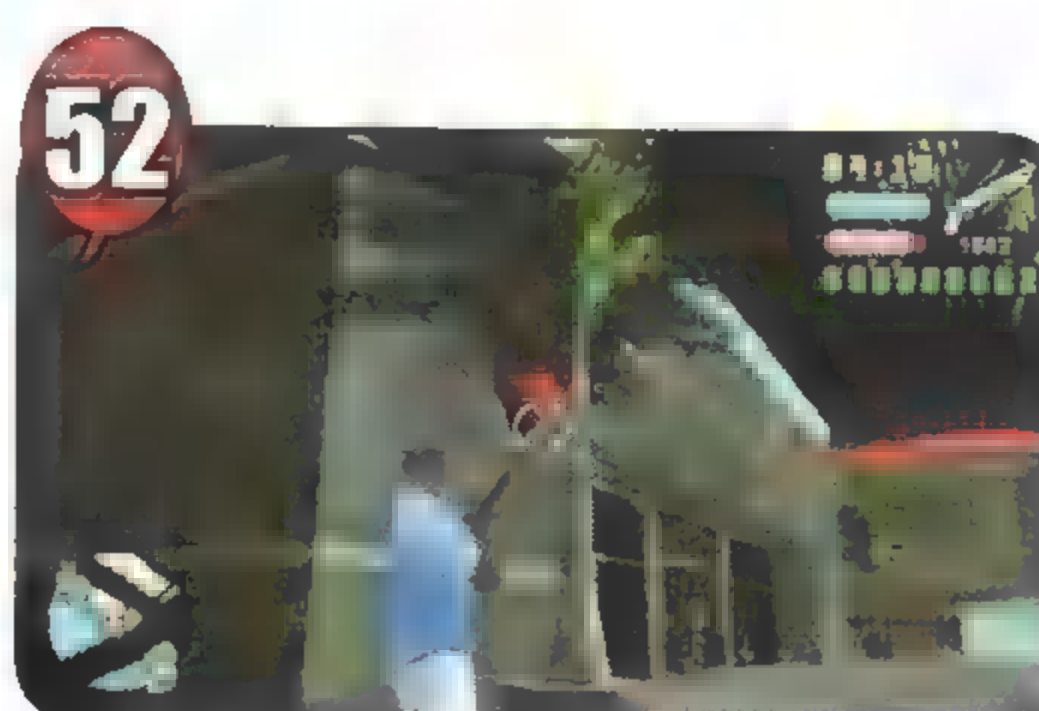
**Prawn Island**  
On the east side of the northernmost mansion (Mendez home). It's under the first level porch's outer overhang where the front porch meets the east side of the house. Stand in the yard to find the balloon and shoot it.



**Prawn Island**  
Under the west side of the water tower in the back lot of the movie studio property.



**Prawn Island**  
Up under the rooftop overhang in the small alley above the flamethrower.



**Vice Point**  
In a small tree in a planter on the corner of this building's wraparound walkway. It's on the south side of the building, near the bridge.



**Vice Point Mall**  
Inside the mall, under the stairs next to the escalator near Ammu-Nation.

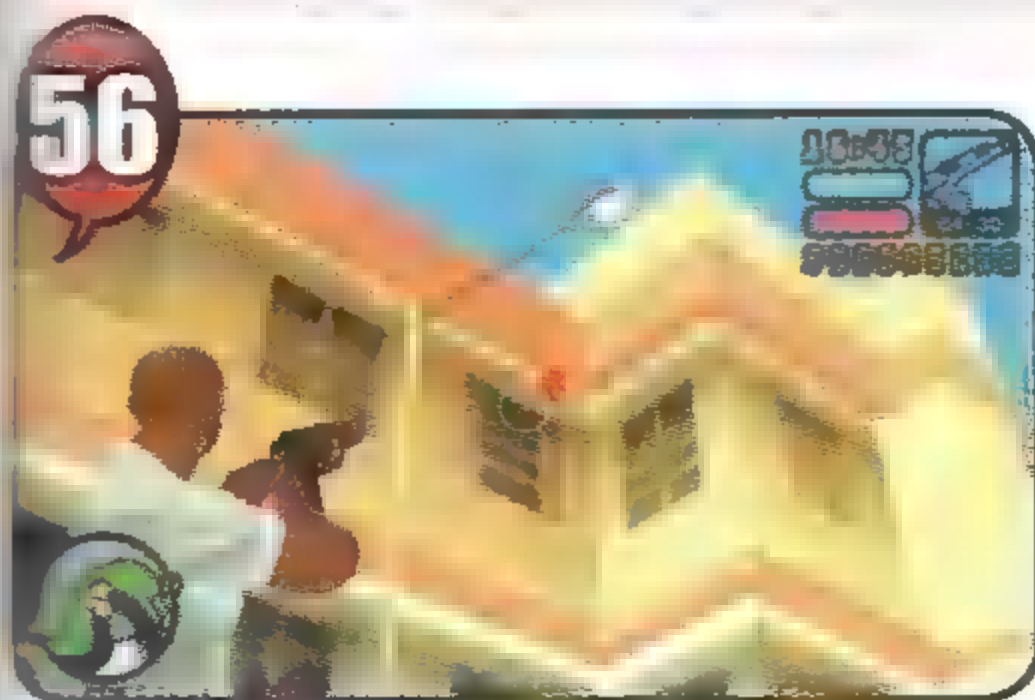


**Vice Point Mall**  
Inside the mall, in a palm tree near Ammu-Nation and close to the balloon under the stairs.



**Ocean Beach**  
Under the high overhang on the west side of the lighthouse. Use a sniper rifle to pop it.





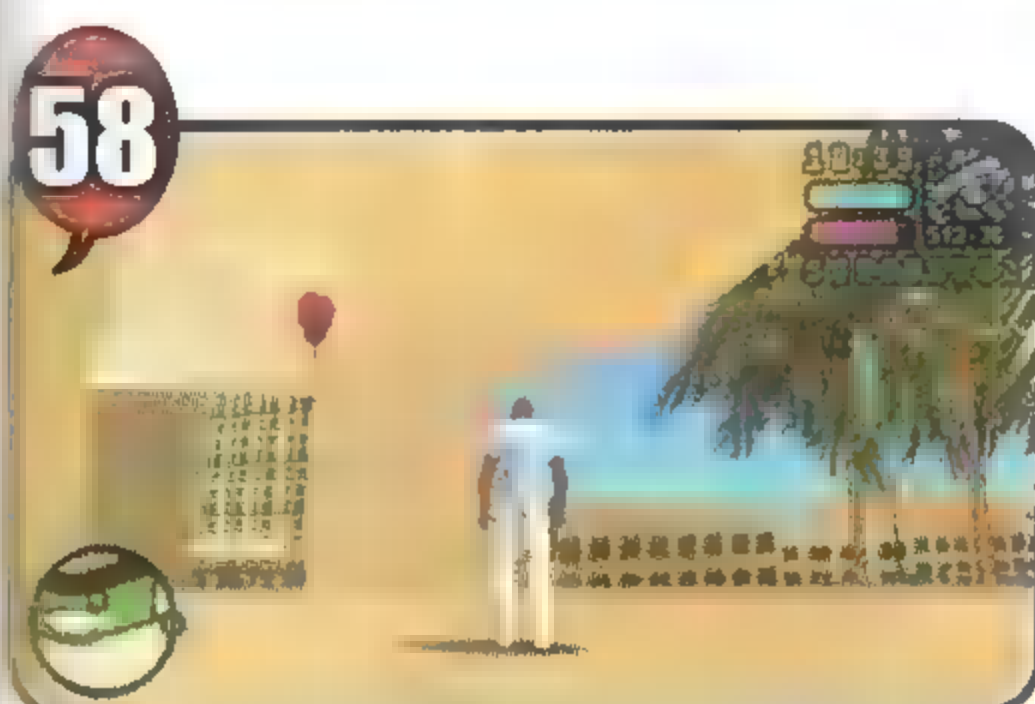
#### Vice Point

Under the eave of this corner building, facing the road.



#### Vice Point

Beneath the green "Hotel" rooftop overhang. It's under the north corner, facing the water. Shoot it from the ledge with any weapon.



#### Vice Point

Under the covered walkway that spans this large hotel—the one that usually has a limo parked on its raised driveway. The balloon is on the north side.



#### Vice Point

Under the highest of three decorative ledges protruding from this pinkish building. Pop it with any firearm; it's on the south side of the building, facing the side road.



#### Vice Point

Under the second highest diving board behind this large hotel. The remote detonation grenades are above this balloon.



#### Vice Point

Under the stairs of this plush home. The balloon is on the ground level, near the pool-like pond on the north side, facing the garage.



#### Vice Point

Under the awning of the beachside coffee trailer. This balloon is very low, so you can shoot it with anything.





63



## Vice Point

Under the rooftop soffit of this 9-story hotel. You can see the balloon from the street; it's on the north side of the building. Shoot it with an AK or M16.

70



## Vice Point

In a tree, deep inside the courtyard behind this building. It's low, so you can shoot it with anything.

64



## Vice Point

Stuck deep under the small bar gazebo of this luxurious estate.

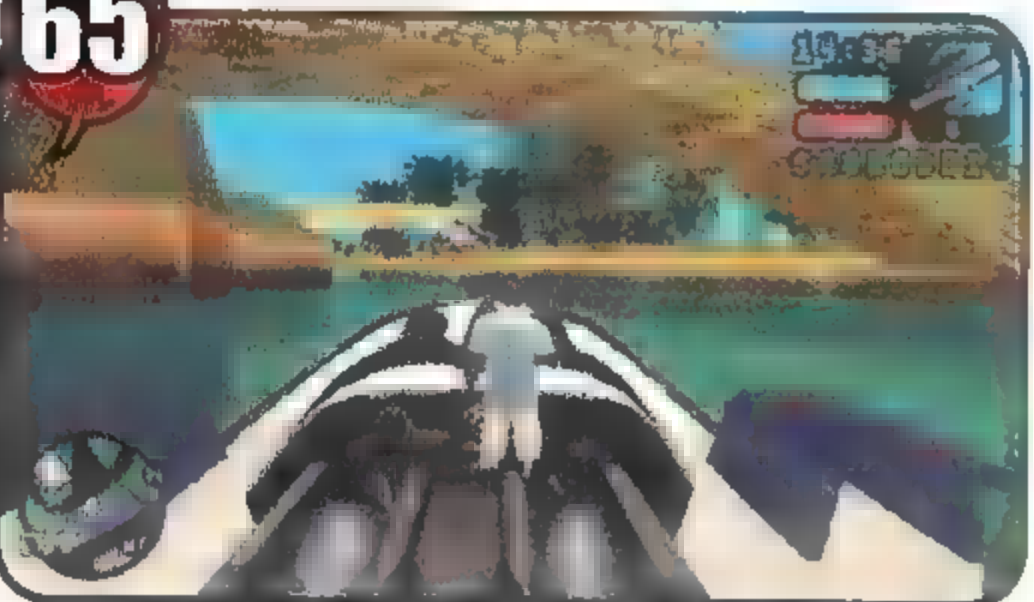
71



## Vice Point

Under the rooftop overhang. Find the basketball court in the courtyard within this building's secluded exterior lot, then look up toward the corner of the rooftop to find the balloon.

65



## Vice Point

Under the bridge. Get in the nearby boat, drive under the bridge, then stand up in the boat and shoot.

72



## Vice Point

Under the high rooftop overhang, facing east toward the road. You can pop it with an assault rifle.

66



## Vice Point

Under the rooftop overhang of an old Grand Theft Auto: Vice City safe house apartment. It's very high; hit it with a sniper rifle.

73



## Vice Point

On the east beach side of this building. It's under a low balcony near the large water tower side of the hotel.

67



## Leaf Links

In the palm tree on the south side of the driving range stage. Smuggle your weapons on the course by parking a car next to the fence near the country club entrance, then jumping onto the car and over the fence. Climb the stage to shoot the balloon. You can also fly onto the greens or take a boat to keep your weapons.

74



## Vice Point

At the Fairgrounds, under the "W" in the Ferris Wheel logo on the east side of this ride.

68



## Vice Point

On the ceiling of the third floor cut-through in this apartment building.

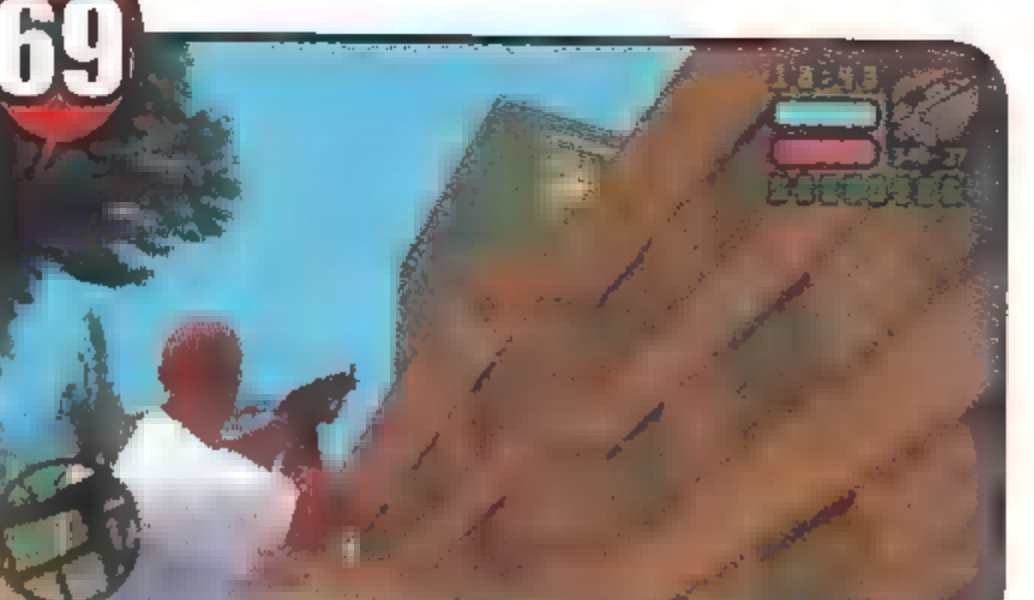
75



## Vice Point

At the fairgrounds, under a low awning above a dumpster at the bumper car platform.

69



## Vice Point

Under the back overhang of this corner building. Head into the back courtyard accessed from the north side, then look behind the tree and under the rooftop.

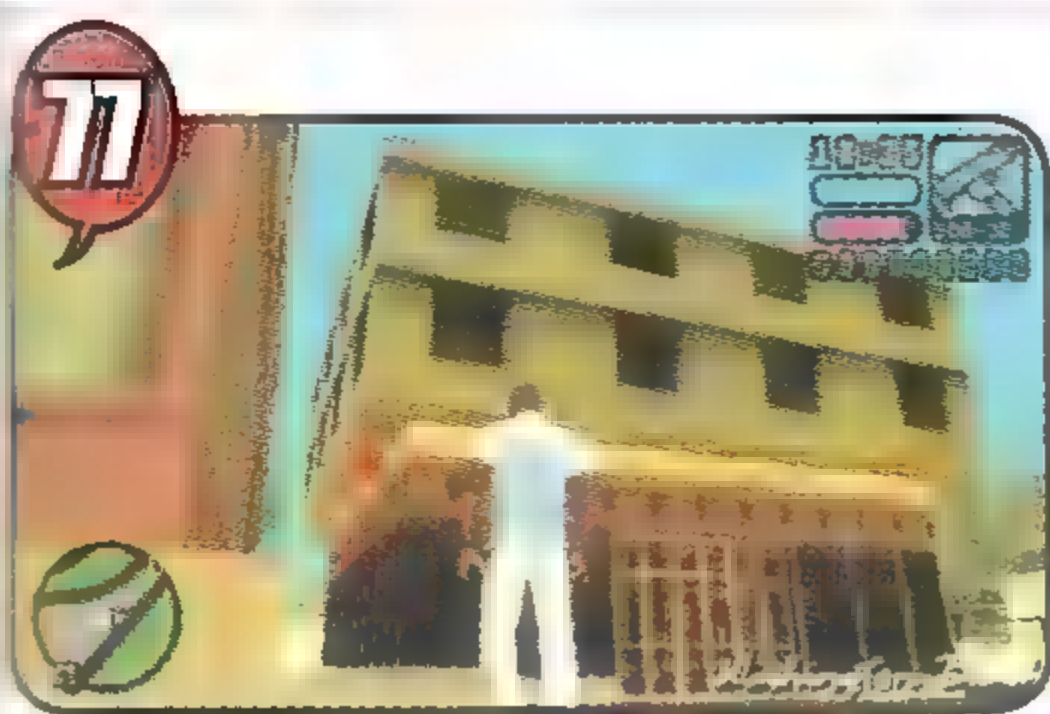
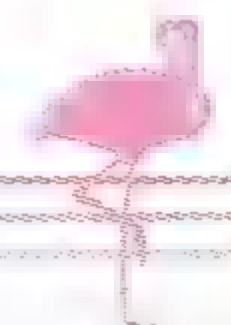
76



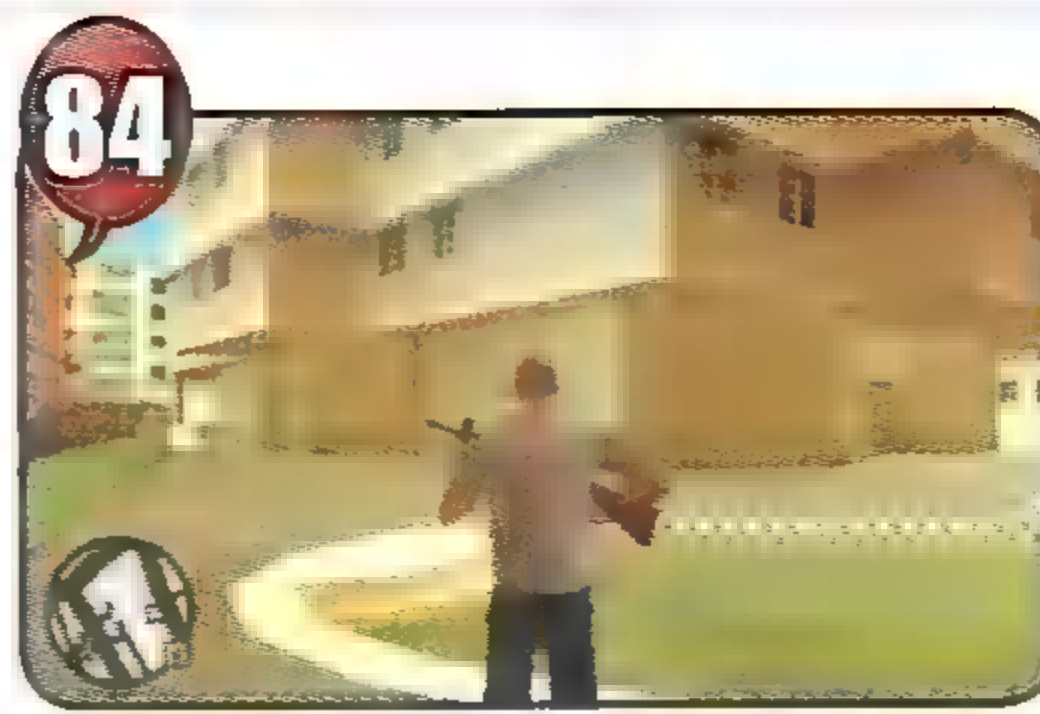
## Vice Point

High up in a palm tree on this leafy corner. Use an assault rifle to pop it.





**Washington Beach**  
Under the low ledge of one of the buildings on this pointed corner. Look in the small alley between the buildings south of the fairgrounds.



**Washington Beach**  
Under the lowest overhang of this building with the dirty pool. Find the balloon on the east side, near the pool.



**Washington Beach**  
Under the bridge. You can stand on the shoreline behind the fence of the Empire site to shoot the balloon without entering a boat.



**Ocean Beach**  
Under an air conditioning unit where the street and alley meet.



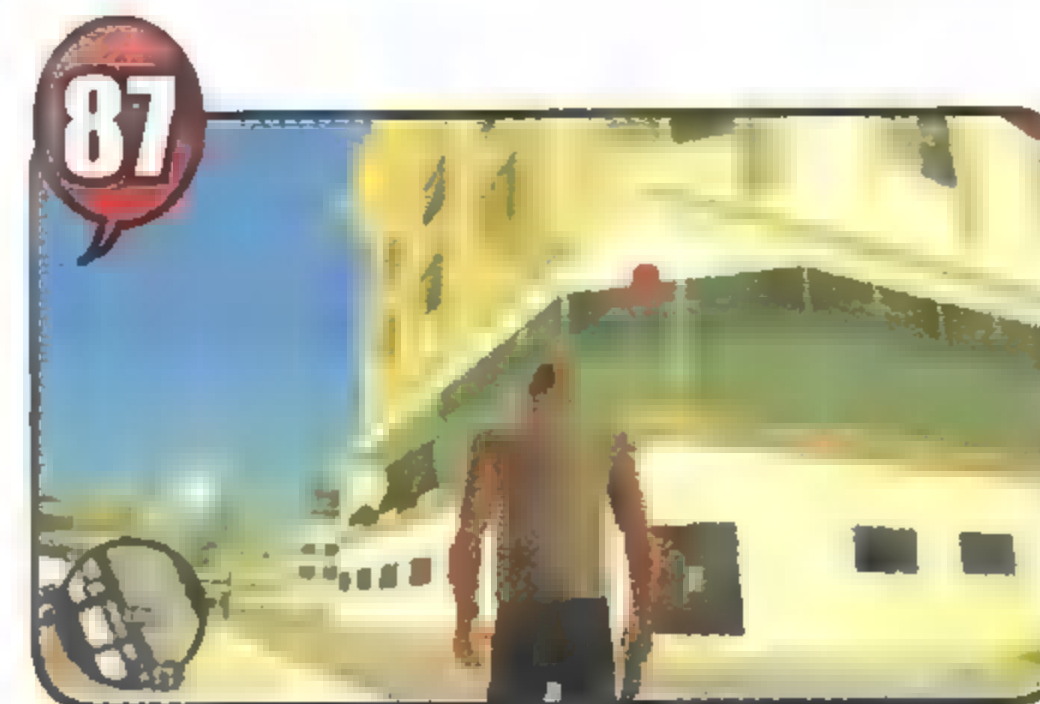
**Washington Beach**  
Up high, under the north side rooftop overhang of this very large hotel. Use a sniper rifle to pop it.



**Ocean Beach**  
Under the third floor balcony rooftop of this blue motel.



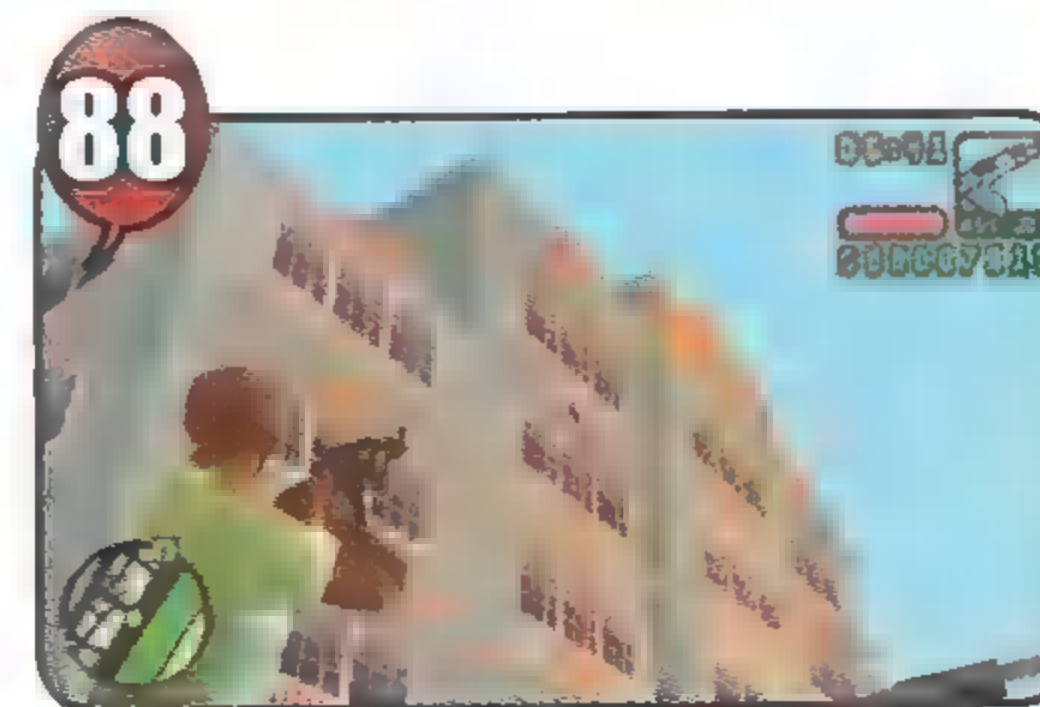
**Washington Beach**  
At the Police Station, in a palm tree in the nook to the right of the main entrance.



**Ocean Beach**  
Under the low corner overhang of this white building. The balloon is facing the street, easily visible from there when heading south.



**Washington Beach**  
Under the low overhang on the corner of this building facing the water.



**Ocean Beach**  
Facing the water under the high balcony overhang on this tall hotel.



**Washington Beach**  
Stuck up under the top of the telephone pole in the alley.



**Ocean Beach**  
Under the corner of this building's alley carport where a Comet is always parked.



**Washington Beach**  
Under the third floor beachfront balcony rooftop of this motel.



**Ocean Beach**  
Under the first floor overhang on this building at the traffic light.





## Ocean Beach

Under the blank billboard and on the same side of the street, to the east of Lance's house.



## Ocean Beach

Under the first level overhang in the building beside Ammu-Nation. Head into the backyard and find it in a low corner of the building.



## Ocean Beach

Under the first floor overhang on the west side of the green building on the corner.



## Ocean Beach

Under the ground level overhang in the back alley area of this green building that has a center cut-through.



## Ocean Beach

In a palm tree near the water, on the pathway leading to the docks.



## Ocean Beach

Under a blank billboard at the Ocean Beach Medical Foundation building.



## Ocean Beach

In the back lot of the green building with a center cut-through. The balloon is under the lowest middle balcony.



## Ocean Beach

Enter the derelict building next to Pay 'n' Spray and walk up the ramp. Just before exiting the building along the ramp, turn around to find the balloon in a second floor corner.



## Washington Beach

Under the corner dual-billboard without advertisements.





## QUE STUNT JUMPS (ISLANDS)

There are 10 Unique Stunt Jumps available once the bridges open. The first 20 are back on the mainland (see the beginning of Chapter 1 in this guide for details on USJs 1-20).

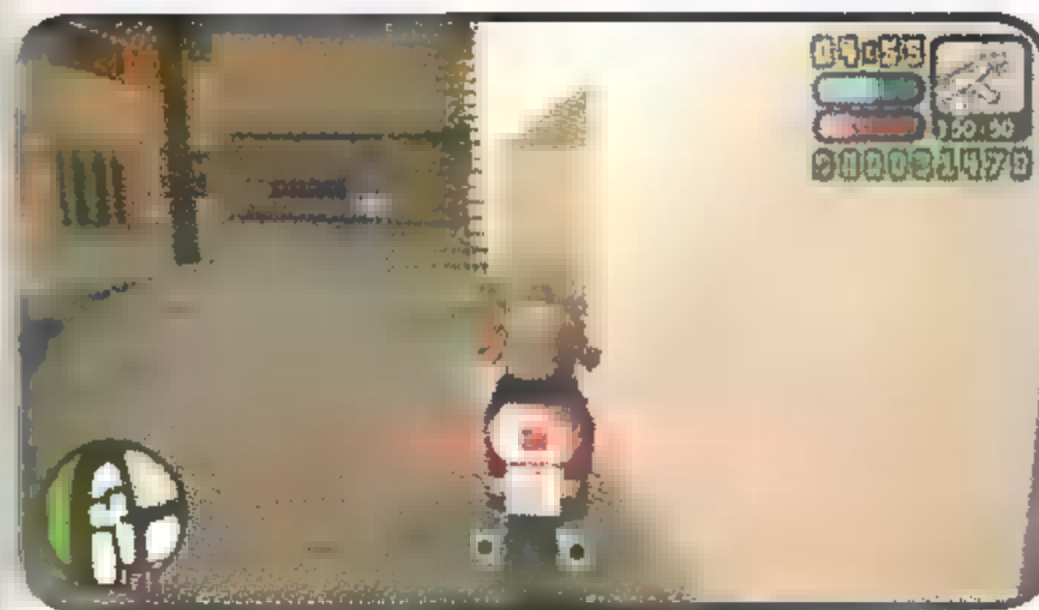
### 21 DISTRICT: WASHINGTON BEACH

Begin your run at the northern end of the alley, near the garages. Speed through the alley and begin leaning forward once you've veered left around the edge of the green alley wall on your right (after this, it's a straight shot to the ramp). Hit the ramp at the end of the alley and either land on the lock up building across the street or tag it as you land.



### 22 DISTRICT: OCEAN BEACH

Use the stairs on the building three doors south of the jump to reach the rooftops (there's a Comet in a nearby car port). Start with your back wheel against the south edge of the rooftop near the stairs, then lean forward and race toward the jump. Each building is a little lower than the previous one, so you'll traverse the gaps without effort. Hit the ramp veering a bit to the right so that you come down in the alley. The goal is to clear the next building, but you can cheat by landing in the alley beside it.



### 23 DISTRICT: OCEAN BEACH

Use a Jet Ski to jump the rock ramp in the water on the north side of the lighthouse. Get plenty of speed to jump over the landmass and splash down in the water on the other side.





## 24 DISTRICT: OCEAN BEACH

Ride a Jet Ski north toward the rock ramp in the water near the shoreline. Jump over the landmass and into the large pond on the other side.



## 25 DISTRICT: VICE POINT

Hop on a PCJ 600 and start your run near the road bridge to the south of the ramp, then launch from the ramp on the south side of the Malibu Club to jump over it.



## 26 DISTRICT: VICE POINT

Put the back tire of your PCJ 600 on the northern edge of the raised hotel parking lot and face south toward the jump, a fallen section of the parking lot wall. Lean forward and shoot up the ramp to clear the trailer coffee stand.



## 27 DISTRICT: LEAF LINKS

Use a Jet Ski to jump the Leaf Link golf course, using the rock ramp as a jump. Begin your run near the Leaf Links bridge (from Ocean Beach to Little Haiti). Get enough speed to jump over the golf course without touching the ground.



## 28 DISTRICT: VICE POINT

Start this run on the street west of the mall and speed up the high ramp left of the PCJ Playground bike. Race along the raised path, past the Police Bribe, and veer to the left a bit as you clear the end of the mall wall. Hit the white cement ramp near the sidewalk, then fly over the road and the Brodie's Hotel sign across the street. The PCJ 600 is the vehicle of choice. Lean forward when you can.



## 29 DISTRICT: VICE POINT

Ride up the stairs on the north side of this building (facing the water). From the east edge of the rooftop, race your PCJ 600 while leaning forward over the ramp on the west side. You must land on the rooftop of the next building to the west to complete this challenge.



## 30 DISTRICT: VICE POINT

Hop on a PCJ 600 and start with your back tire against the short wall with a Rampage icon. Speed along the high shoreline sidewalk and follow its curve around the building. If you trigger the USJ cinematic, then you've most likely passed the challenge. Land your jump in the street in front of the mall. You don't have to lean forward for speed, but it helps if you can manage it.







## RAMPAGES (ISLANDS)

In previous games, the Rampage icon would relocate if you failed it and fade away if you passed it. Not this time... now if you pass a Rampage, the icon remains in the same place and allows you to have another go at it, just for fun. The icon turns a darker shade to indicate that you've already passed that challenge. The money won from Rampages increases as you complete more and more of them.

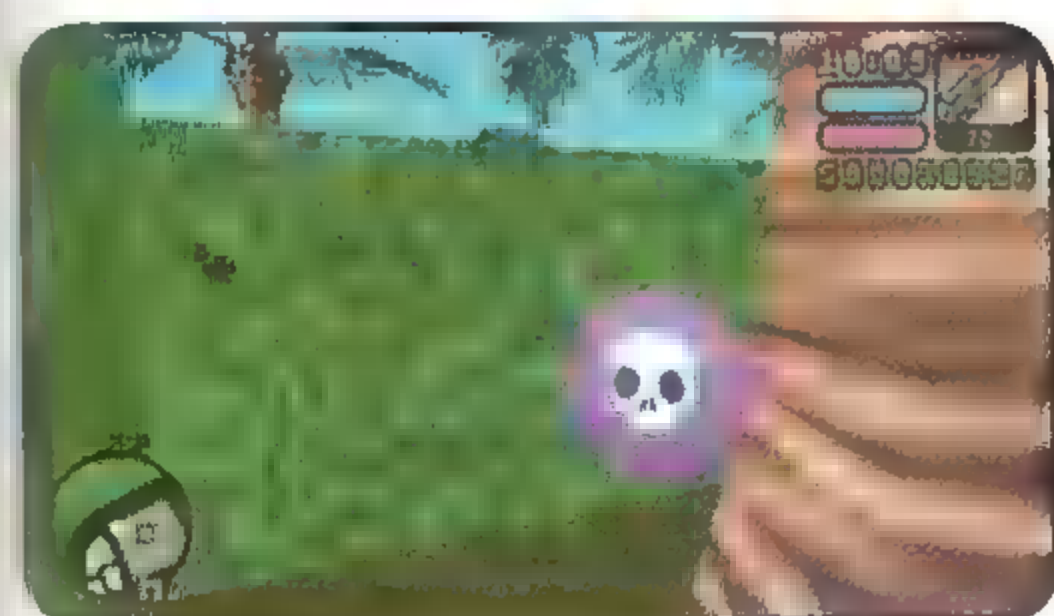
There are 14 Rampages available on the islands once the bridges are opened in Chapter 3. We cover those here. For details on the 16 others on the mainland, refer to the beginning of Chapter 1 in this guide.

### RAMPAGE 17: DECIMATE 45 SHARKS IN TWO MINUTES.

**Location:** Ocean Beach, behind tall shrubs on the corner.

**Weapon:** M249

Find this Rampage behind a wall of row, well-trimmed shrubs. Once you get on the other side of this natural wall, you'll find the Rampage behind a palm tree. Take the M249 to the street corner and start blasting Sharks. Use auto-targeting and scroll through available targets as you fire a non-stop barrage of bullets.

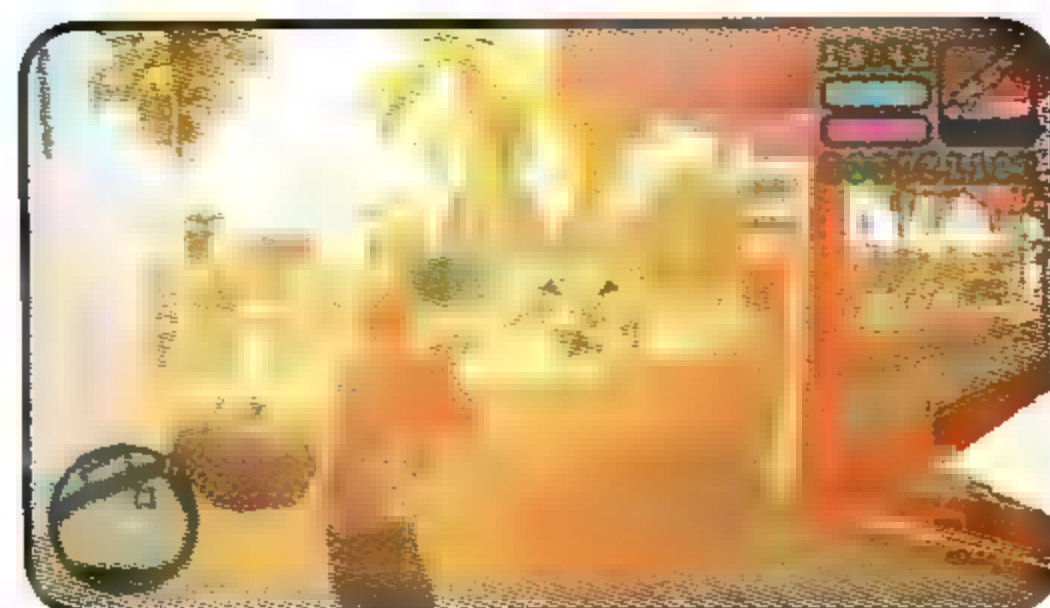


### RAMPAGE 18: TERMINATE 25 SHARKS IN TWO MINUTES.

**Location:** Vice Point Fairgrounds, bumper car track rooftop.

**Weapon:** Shotgun

Use a helicopter to drop down to the rooftop of the bumper car track, or use the stack of small yellow generators on the south side of the structure to jump to the rooftop. The Rampage is in the northwest corner of the rooftop. After beginning the challenge, get off the roof and begin moving around the fairgrounds, blowing away Sharks and using cover every chance you get.



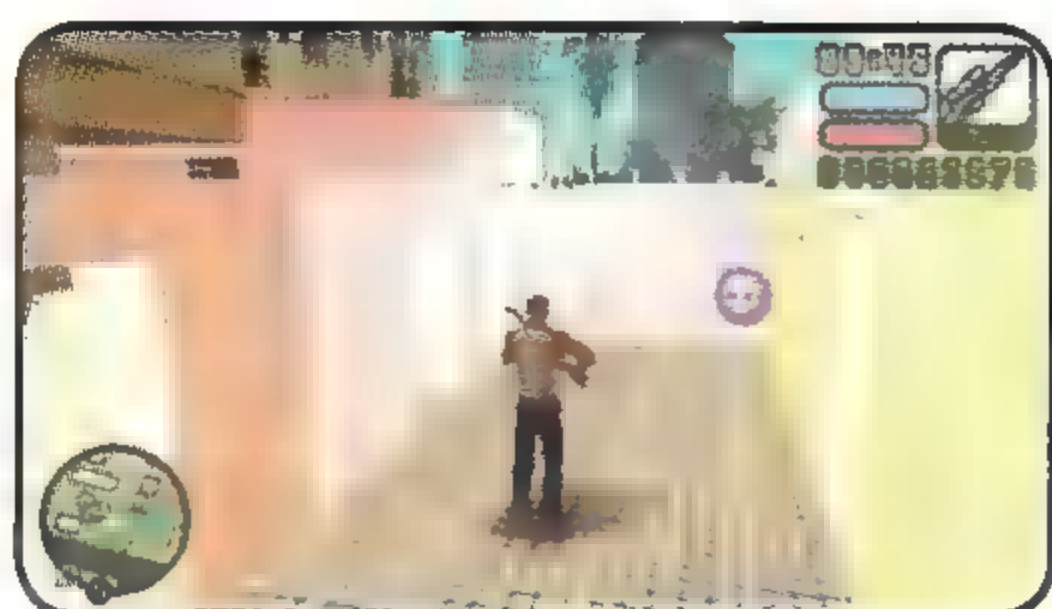


## RAMPAGE 19: DESTROY 12 CARS IN TWO MINUTES.

**Location:** Vice Point, outdoor hotel showers.

**Weapon:** Minigun

This Rampage is found at the end of the colorful outdoor hotel showers. Grab the Rampage, then run to the nearest street and start blasting. The minigun is insanely powerful and will destroy a car with just a few rounds. There aren't any reload pauses; this thing just goes and goes. Shoot law enforcement vehicles to bring more of them to you. Keep your back to a sidewalk wall to prevent cops from sneaking up on you. Blast everything!



## RAMPAGE 21: ANNIHILATE 25 BIKERS IN TWO MINUTES.

**Location:** Vice Point, ledge of building east of the mall.

**Weapon:** Spas 12 Shotgun

This Rampage is located on a ledge of the white building north and across the street from the mall. You can either park a car near the ledge by the stairs and follow the ledge around to the Rampage, or you can fly a helicopter down to this wide ledge. You can try to use the stairs to the rooftop on the north side of the building, but jumping from the rooftop down to this ledge is risky.



Getting the Rampage icon is harder than the challenge itself. The spas shotgun, with its quick reload times and fast action, is highly efficient. Run into the street and start targeting and shooting bikers. They're not much of a match when you wield this weapon.

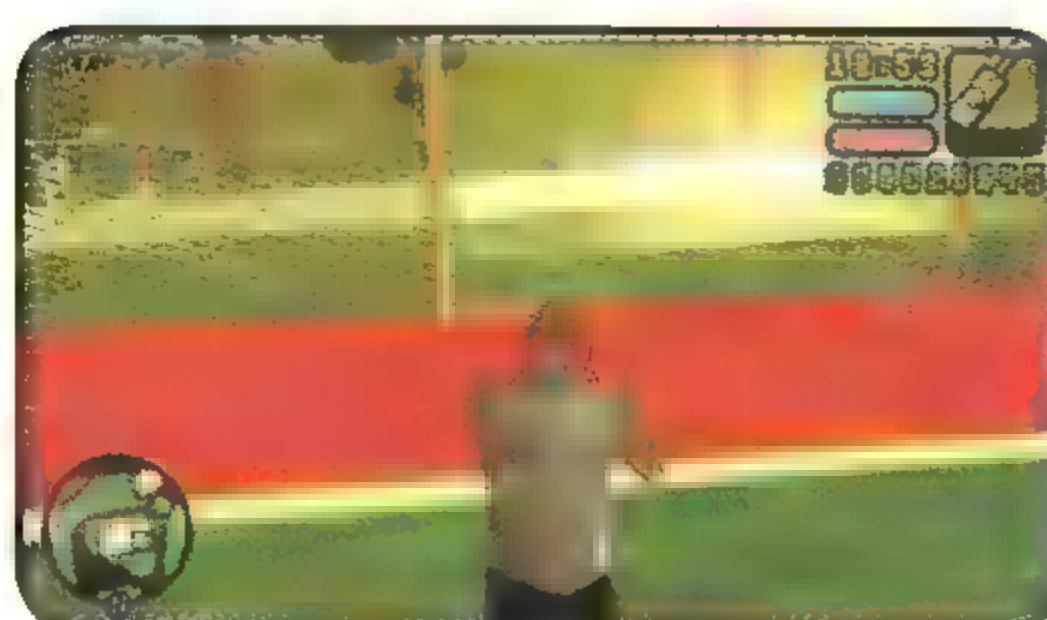


## RAMPAGE 20: SLAY 20 SHARKS IN TWO MINUTES.

**Location:** Leaf Links tennis court.

**Weapon:** Detonator Grenades

Find this Rampage in the middle of the tennis court on the golf course at Leaf Links. Sharks are the preppy-dressed gangsters—and there are plenty of them around here. When you are pursued by ticked off Sharks, drop a grenade, run, and then detonate. Keep moving and watch your back.

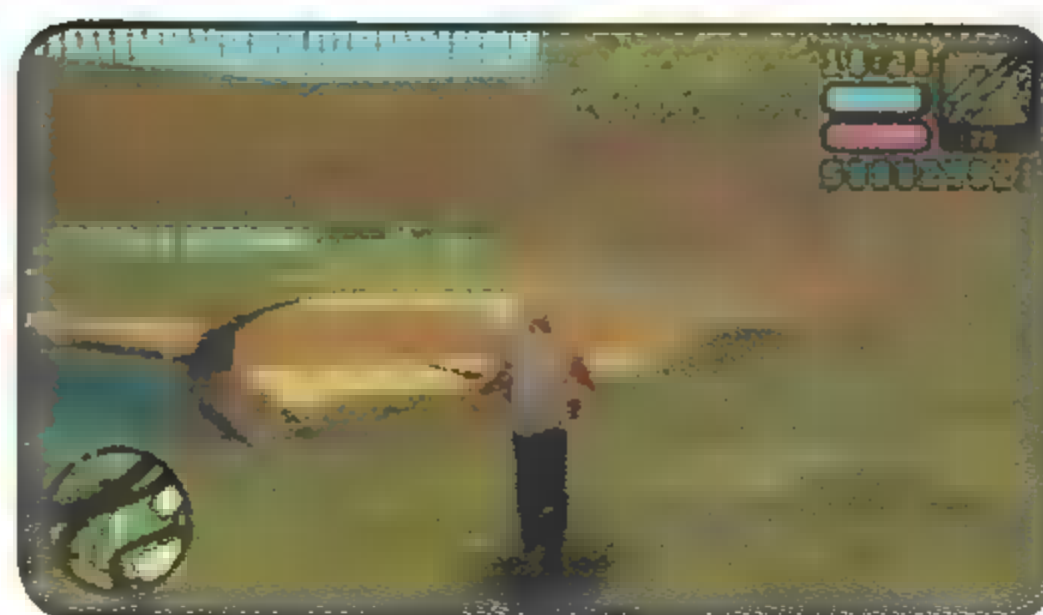


## RAMPAGE 22: SQUASH 10 SHARKS IN TWO MINUTES.

**Location:** Vice Point, under the bridge leading to Leaf Links.

**Weapon:** Vehicle

This Rampage is under the Leaf Links bridge on the Leaf Links side. Grab the Rampage icon and sprint to the nearest vehicle. Avoid running into the golf course; the golf cart is not a good vehicle for this mission. However, it will do in a bind and you can find plenty of Sharks on the greens. Try running up onto the bridge and over to the east side to find a gas engine vehicle, then running over Sharks on the sidewalks. It's not a large number to squash, so you have time to choose to a good vehicle.







## RAMPAGE 23: EXPLODE 20 VEHICLES IN TWO MINUTES.

**Location: Vice Point, behind hotel wall.**

**Weapon: Rocket Launcher**

This Rampage is in the corner a hotel's front driveway wall, across from a business originally owned by bikers. We suggest staging your battle here during Mendez brothers' "Hostile Takeover" mission. Remain on the driveway and start shooting passing cars. Again, all vehicles are fair game. When cars no longer show up, run down the street in either direction and set up a new battleground.



## RAMPAGE 25: KILL 25 SHARKS IN TWO MINUTES.

**Location: Ocean Beach derelict building.**

**Weapon: Shotgun**

Find this Rampage on the second floor of the derelict building in Ocean Beach. Use the ramps to get there. Remain around the large hole in the side of the building and the nearby sidewalk. Aim west, north, and east down the street for all the Sharks. Duck back into the building if things get out of hand. Use the building for cover as you blow away attacking Sharks. When things are under control, return to the sidewalk for another go at it.



## RAMPAGE 24: DESTROY 20 VEHICLES IN TWO MINUTES.

**Location: Ocean Beach, hidden in bushes behind FIDL store.**

**Weapon: Minigun**

This Rampage is well hidden in the raised driveway shrubbery and palm tree behind the FIDL store (across the street from Ken Rosenberg's law firm in Grand Theft Auto: Vice City). Run to the nearby street corner and start blasting. Don't target cars that are too close to you. Move down the street when vehicles no longer appear. It may be better to take this challenge in the daytime when there are more cars on the road. Blast emergency and law enforcement vehicles that arrive on the scene.

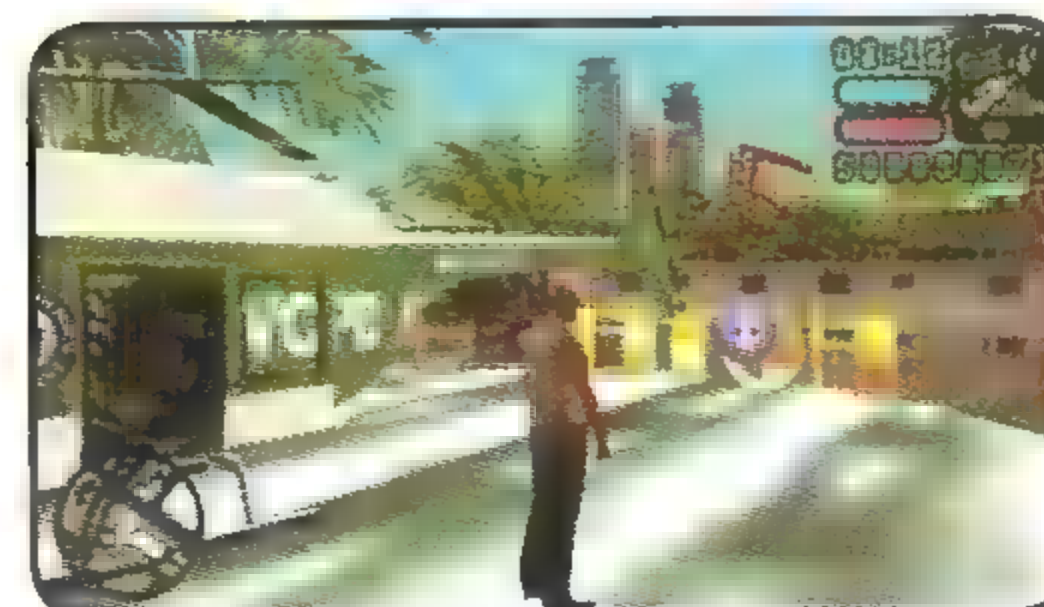


## RAMPAGE 26: BLAST 20 VEHICLES IN TWO MINUTES.

**Location: Ocean Beach, on the metal "Hotel" awning.**

**Weapon: Rocket Launcher**

Use a helicopter to drop down to this steel marquee. The Rampage is hidden behind the cut-out "Hotel" sign. You can stage your battle there, on top of the marquee, if you wish. Begin by blowing up the Stretch that's always parked in front of this hotel (below you). If you end up jumping down, destroy the helicopter you flew in on if you're hurting for targets. However, the streets around the hotel are usually very busy with traffic, so finding vehicles shouldn't be a problem.





## RAMPAGE 27: OBLITERATE 15 BIKERS IN TWO MINUTES.

**Location:** Vice Point, on the short wall divider along the north hilltop, shoreline pathway.

**Weapon:** Micro SMG/Vehicle

This Rampage is located on the divider wall you reach when walking along the north hilltop, shoreline pathway. Collect the Rampage and dart down the hill to the street. Jack a car and begin drive-by shooting the many bikers around the mall. Switch vehicles when yours billows black smoke. Keep shooting from the left and right sides of the car so no one has a chance to pull you out.



## RAMPAGE 28: ERADICATE 30 SHARKS IN TWO MINUTES.

**Location:** Washington Beach, rooftop with AK47 power-up.

**Weapon:** M16

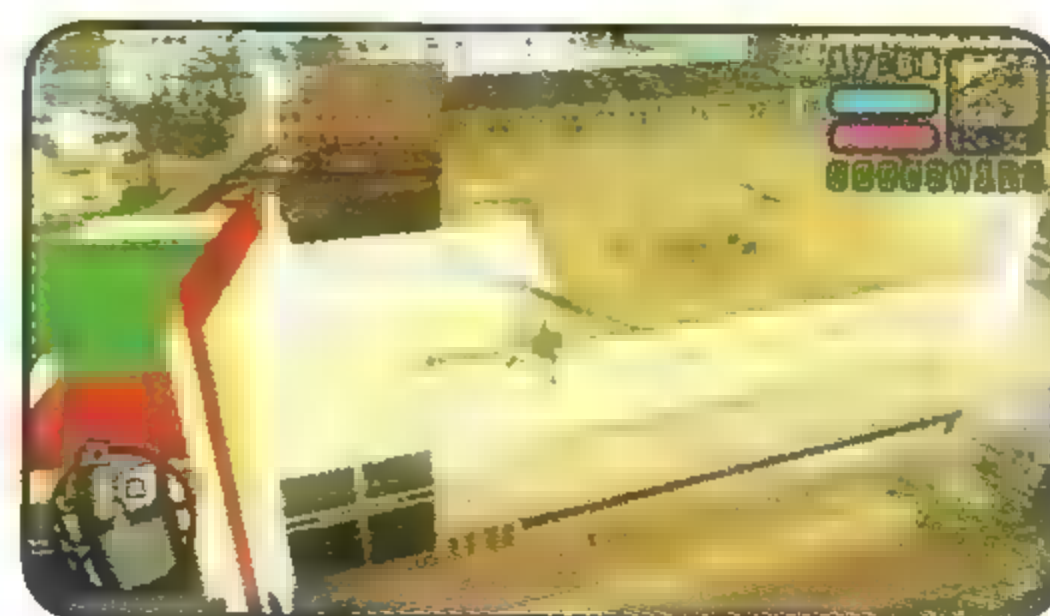
Find this Rampage on the rooftop of the corner building. Use the alley stairs to reach the roof. The Rampage is beyond the AK47 power-up, on the west side of the roof. It's best to stay on the roof for this challenge. If you can't get a clear shot down to the sidewalks, carefully jump onto the short ledge of the rooftop for a better shot. Use auto-targeting and scroll through your targets quickly. A couple of M16 shots is all it takes to kill a Shark, so shoot and move to the next target quickly. You can run down the stairs and do some shooting in the street, but you may be surrounded. If this happens, you can always escape back to the rooftop and continue the Rampage from there.

## RAMPAGE 29: LEVEL 12 VEHICLES IN TWO MINUTES.

**Location:** Ocean Beach, nightclub exterior ledge.

**Weapon:** Rocket Launcher

Get the Air Ambulance from the Ocean Beach hospital, then fly to the rooftop of this corner nightclub and walk off the southern edge to drop down onto the wide ledge where the Rampage is located. Remain on the ledge while shooting down at the cars passing on the streets below.



Move up and down the length of the long, wrap-around ledge of the nightclub to find more cars on the connecting streets. Blast emergency and law enforcement vehicles to draw even more of them to the scene.



## RAMPAGE 30: ELIMINATE 25 SHARKS IN TWO MINUTES.

**Location:** Ocean Beach, on the construction office rooftop.

**Weapon:** Stubby Shotgun

This Rampage is on top of the construction trailer office in Ocean Beach; the same area where you knock plaster off the walls to substitute for coke. You can reach the rooftop by walking up the slope behind the trailer office. Sprint to the nearby street corner and start blasting Sharks. Keep moving, but stay away from the fuel pumps at the nearby gas station; unless you can lure the Sharks to them and then shoot the pumps.







## CHAPTER 3

Now that the bridges are open and you have access to Ocean Beach, Washington Beach, and Vice Point (the beach island), new and exciting features have also become available. The hurricane warning is over and air travel has resumed. This means you'll find helicopters and airplanes in various places around Vice City—mainly at the airport, police stations, and hospitals.

### Little Willie

Little Willie is a small gyrocopter with cannons. This cool, little vehicle spawns in the southwest corner of the Little Haiti dump, just south of your Compound safe house. Fly over it once and you'll spot it easily. This copter also becomes purchasable via the lock icon on the rooftop helipad of your Vice Point Suite safe house. Climb to the top floor to access the helipad balcony. Little Willie costs \$5000 here.



You can now get your hands on a sniper rifle (free on Starfish Island or purchasable from Ammu-Nation at the Vice Point Mall). This makes it easier to get some of those hard to reach balloons on both islands. A rocket launcher is also available on Starfish Island. We strongly suggest that you take time to pop the remaining Red Balloons to unlock all the weapons available at your safe houses.

### AIR RESCUE (PASTIME)

**Availability:** When flight is possible after the bridges are opened: after Lance's mission, "From Zero to Hero."

**Location:** The two hospitals with Air Ambulances (see both "3" icons on the Pastimes map).

**Reward:** Cash. The amount awarded in a level is equal to the level number x patients rescued x \$100.

**Unlocks:** Complete 15 levels to unlock.



### DETAILS

After "From Zero to Hero" the bridges are opened and aircraft appear around the world. This includes Air Ambulances at two Vice City hospital helipads (3). The Air Ambulance at the Downtown hospital is on the rooftop helipad, which is accessible through the doorway in the hospital courtyard. The helipad at the Ocean Beach hospital is at ground level behind the hospital. You can usually see the helicopter as you cross over the bridge from Viceport.



Enter the Air Ambulance and press the Up button to begin Air Rescue. This is very similar to the Paramedic Pastime, only it's in a helicopter. Pick up patients (blue blips on the radar) using the winch hanging below the helicopter, then deliver them to the nearest hospital (yellow blip) within a time limit. You get time bonuses for picking up the patients quickly. There is only one patient in the first couple levels. After that, the number of patients in each level follows this equation:  $(\text{level} + 1)/2$ . This is true up to a maximum of six patients.



### TIPS

Patients are in unexpected locations, compared to Paramedic. You can find them on rooftops and even out in the ocean. Fly the winch in close to pick them up. Don't slam them into sides of buildings, trees, or other objects. You can carry up to three patients on the winch. Use a similar strategy as you did in Paramedic. Avoid collisions to keep your helicopter in good shape; it won't fit into a Pay 'n' Spray! Your success with this challenge comes down to your proficiency with helicopters. Flying is a practiced art.





## HELI TOURS (PASTIME)

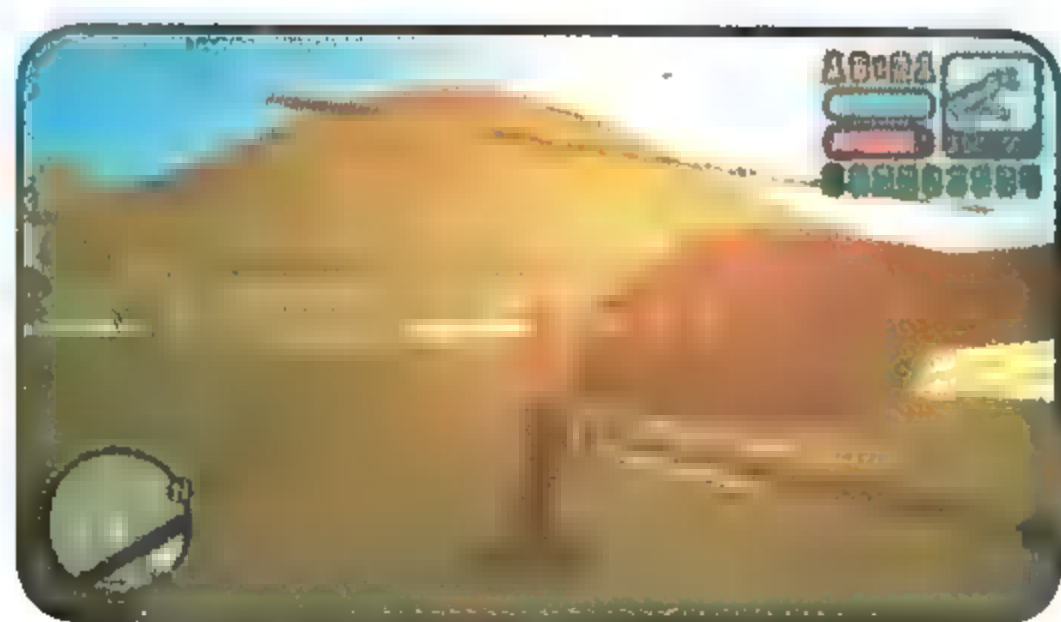
**Availability:** Becomes available after Lance's mission, "From Zero to Hero." This is when aircraft appear around Vice City.

**Location:** Enter the Maverick (5) at Escobar International airport, just inside the east gates to the tarmac.

**Reward:** \$500




### DETAILS

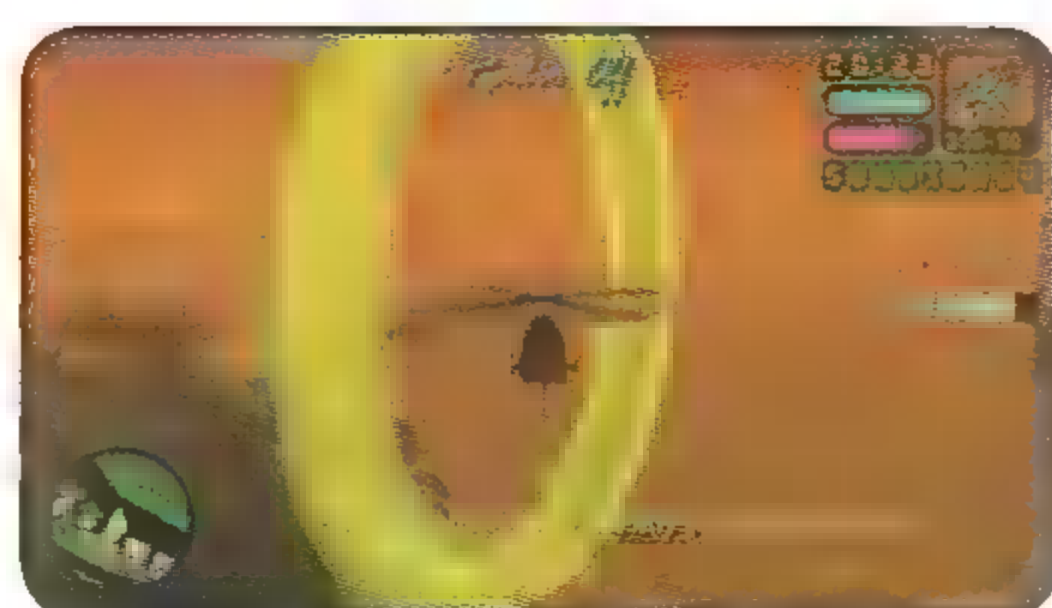
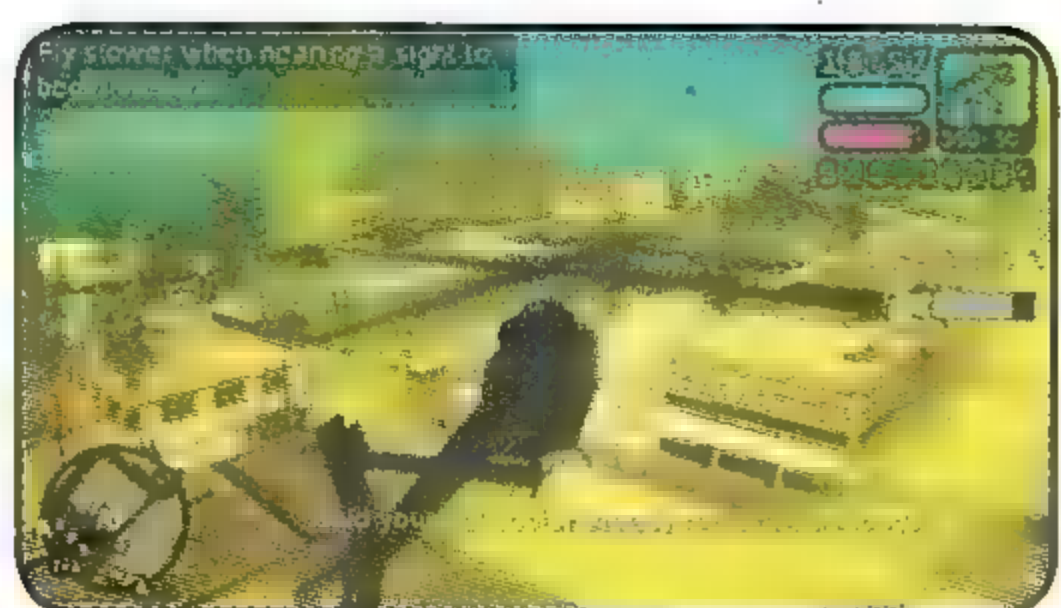


This mission is triggered the moment you enter the Maverick at the location marked on our Pastimes map (5). You must fly through each of the eight yellow ring markers in the time allotted while still keeping the tour fun

by flying low and fast between site markers. The fun gauge that appears on screen allows you to measure how much fun is being had. The mission is failed if this gauge empties.

### TIPS

Don't fly through the markers quickly to get to the next one. Instead, hold the helicopter steady inside the ring so your tourist passengers can take snapshots of the site. To hold steady, release  and you'll hover at a steady altitude. Don't forget to fly low and close to rooftops or roads to keep the fun meter filled. Once you finish at the final site marker, you must fly back to the airport where you found the Maverick and park it in the halo to collect your reward. This completes a single run. You must finish five in a row to complete this Pastime.



There are three site markers in the first and second runs. Use your map to plot the most sensible route through these markers, keeping in mind that you must return to the airport last. Heading to the furthest marker first is usually a good plan. There are four site markers in the third, fourth, and fifth runs. Fly low to keep the tourists from getting bored, but also do your best to avoid trees. Fly in places where you know there won't be any surprises, like over water, whenever possible.



## BMX MALL (PASTIME)

**Availability:** When you can enter the Vice Point Mall after Lance's mission, "From Zero to Hero."

**Location:** The BMX (6) inside the north end of Vice Point Mall.

**Reward:** Beat the record time of five minutes to earn cash.

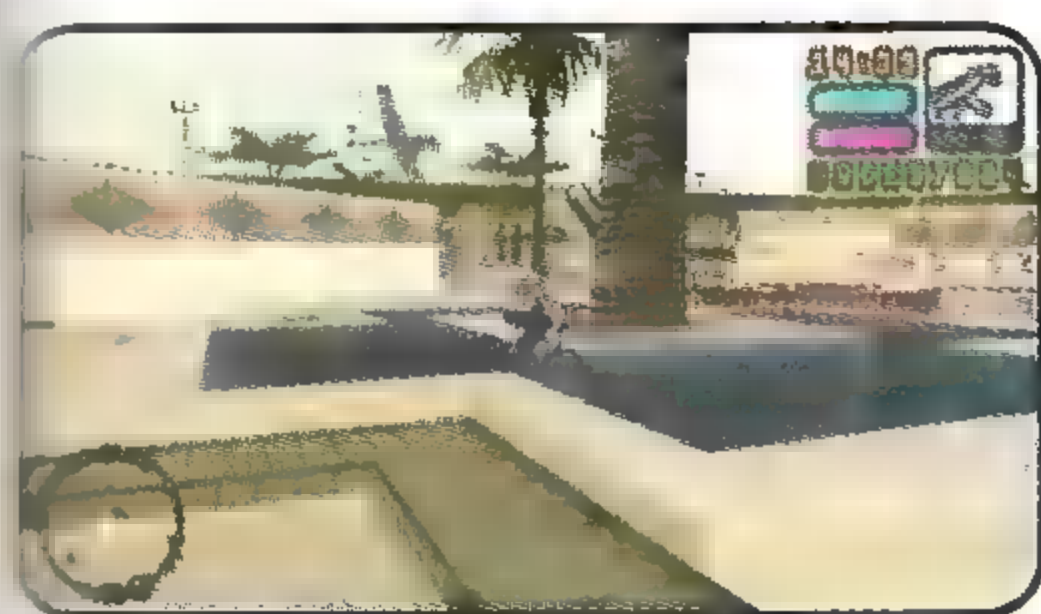


### DETAILS

This challenge begins as soon as you get on the BMX (6) in Vice Point Mall. A total of 50 Checkpoints in various colors appear on both floors of the mall. Triangle blips represent checkpoints on a different level than the one you are currently on. Checkpoints can be collected in any order and your best time through the checkpoints is recorded. You must beat the record time of five minutes to pass the challenge.





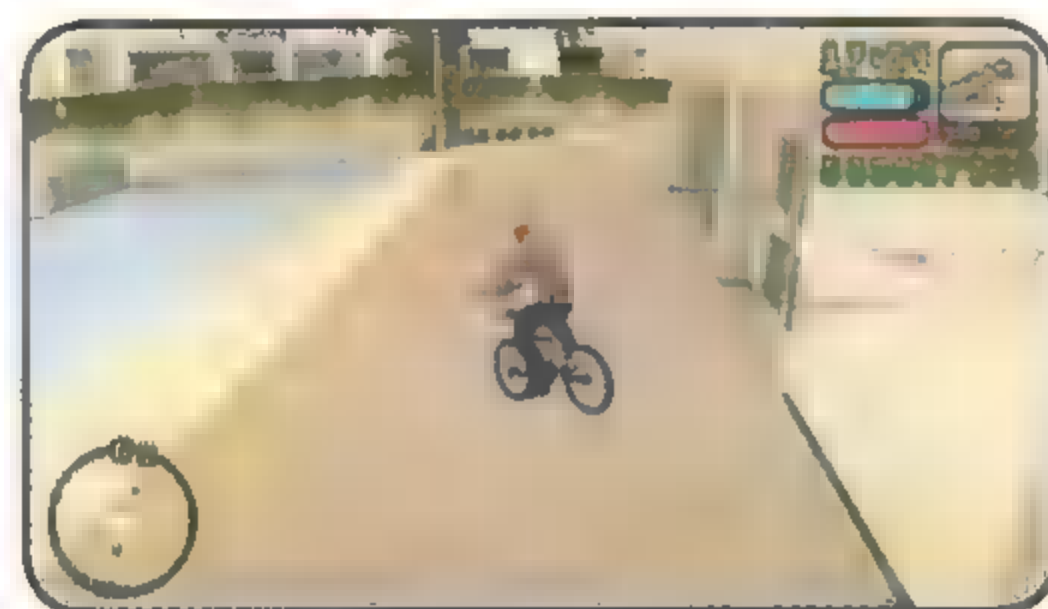


checkpoints can be collected only by performing a stoppie on them.

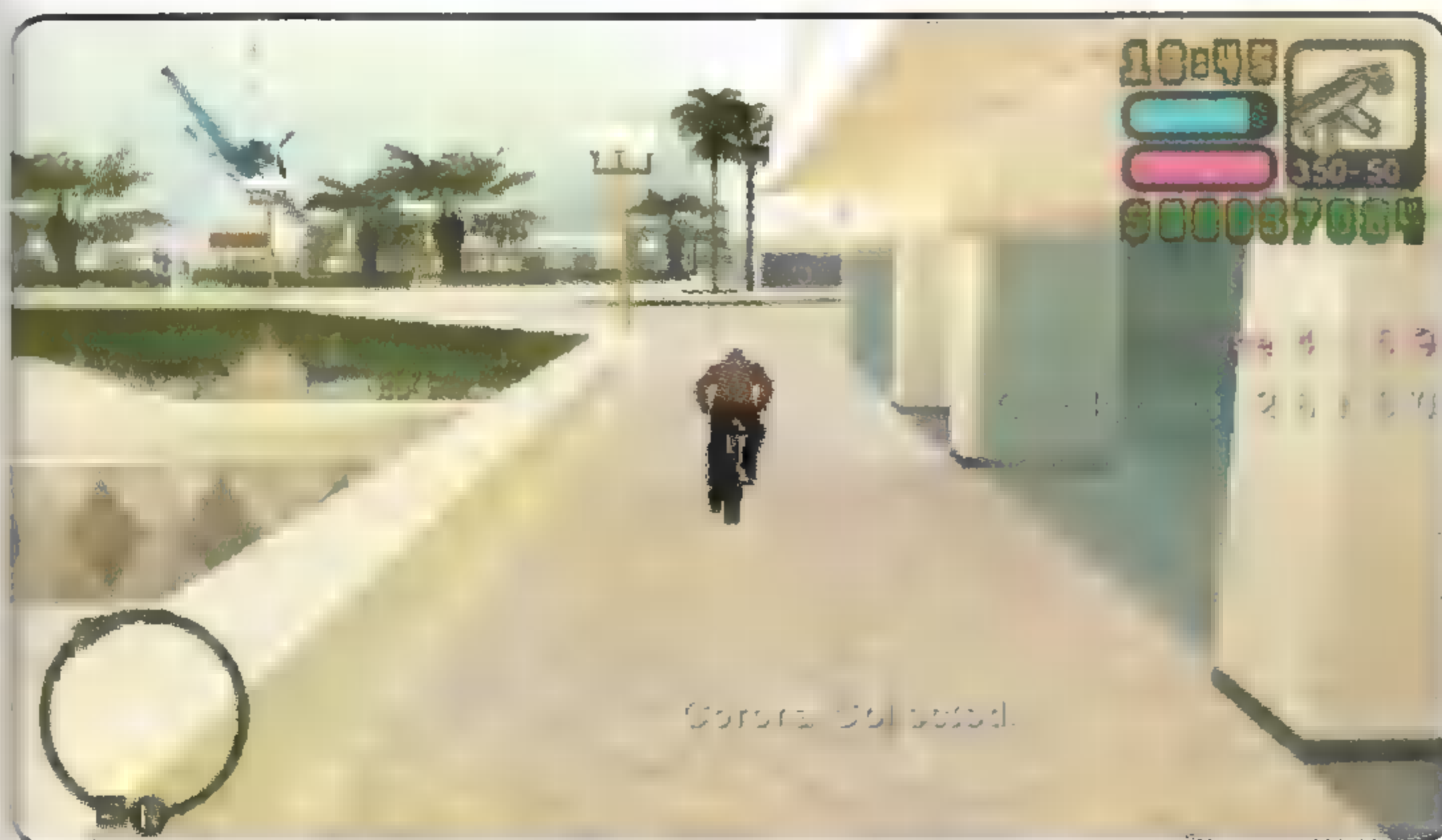
There are three different checkpoint colors. Red checkpoints can be collected by simply touching them (while on the bike). Green checkpoints can be collected only by performing a wheelie through them. Blue

## TIPS

There are many checkpoints to collect, but getting them all is not the difficult part; collecting them all and beating the best time is what's so challenging. It requires you to take multiple stabs at it to get it down quickly enough to beat the best time. Use the radar as you wind through the checkpoints. Remember that triangle blips represent checkpoints on a different level. If you are on the second level, triangle blips indicate checkpoints on the first level and vice versa.



You don't need to perform amazing wheelies and stoppies to collect the Green and Blue checkpoints; you must only pull a quick wheelie and very small stoppie, which can practically be done on a dime.



## BEACH PATROL (PASTIME)

**Availability:** After completing Lance's mission, "From Zero to Hero," when bridges are opened, allowing access to Ocean Beach.

**Location:** Enter the BF Injection (7) parked near the hut at Ocean Beach.

**Reward:** \$1500

**Unlocks:** Purchasable Bulletproof BF Injection at Sunshine Autos (\$1900) & Infinite Swimming Stamina.



## DETAILS



Enter the BF Injection (7) at Ocean Beach and Beach Patrol begins automatically. One of three possible missions begins randomly: Paramedic, Gang Bikers, or Boat Patrol.

You complete the challenge after 15 levels, no matter which three of the missions you play, and unlock the purchasable BF Injection at Sunshine Autos. A checkpoint is reached every five levels completed, so if you fail before the next five levels, you start the mission again at the last level that was a multiple of five. To pass the challenge, you do not have to play all 15 of each challenge; if you start with Gang Bikers, you could continue after level five with Beach Paramedic. But the missions are random and you can't choose which one or the order you want to play them.



## TIPS

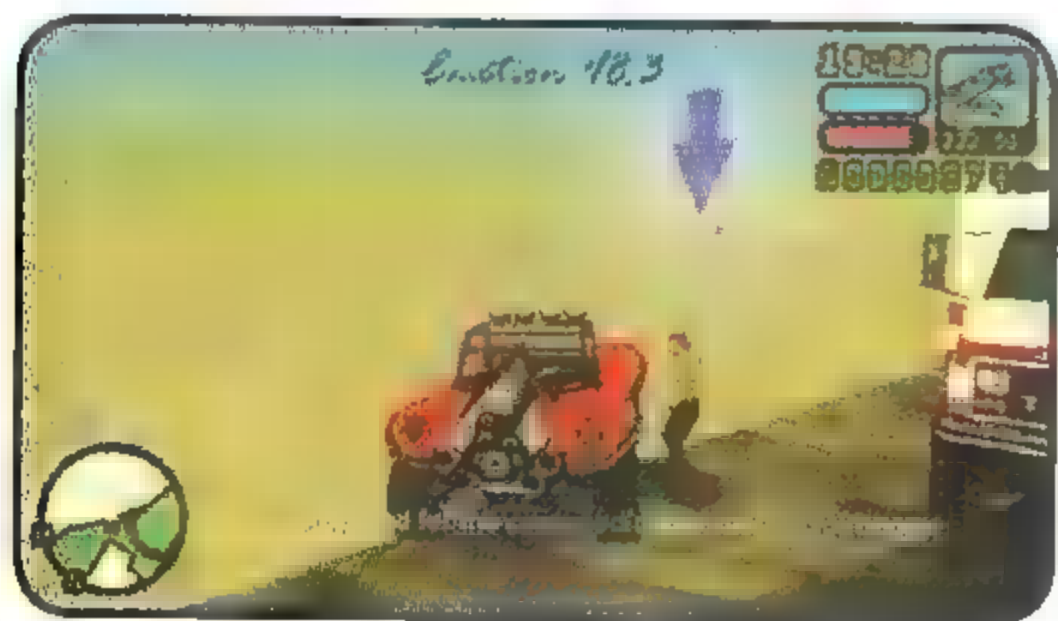
## GANG BIKERS

In this challenge, you must take out bike gangs who are tearing up the beach. They ride on Sanchez bikes, three per level. There's a time limit to take out each of the three bikers. You can use drive-by attacks or just run them over. They often appear at opposite ends of the beach to make it more difficult. As you spot them in the distance, set a course to intercept and plow over them at a high speed. If they dodge you, use a drive-by attack. This is the easiest of the three mission possibilities to complete 15 levels.




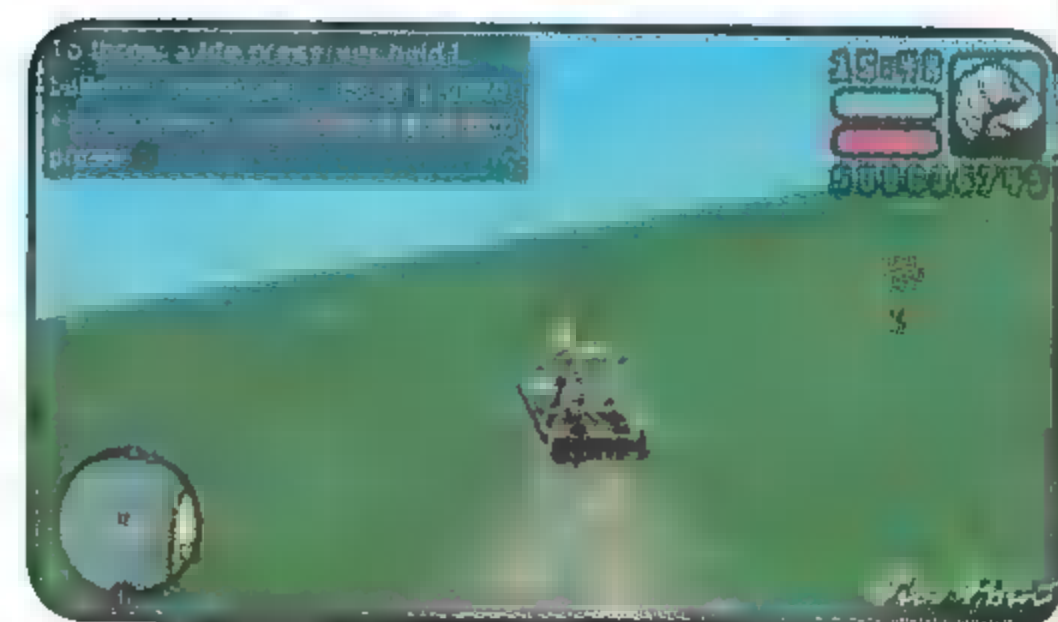
## PARAMEDIC

An ambulance is stuck in the sand and a paramedic must get to the patients on the beach. Follow the blue blip to the paramedic and allow him to enter the BF Injection, then take the paramedic to the three patients on the beach in each level to allow him to perform CPR. He re-enters the BF Injection and is ready to head to the next patient.



## BOAT PATROL

When you enter the BF Injection at the beach hut, you are instructed to get to the patrol boat (blue blip). Race to the water and swim to the patrol boat, then rescue three drowning swimmers. To do this, you must navigate the boat up to the swimmers, but not too close, then throw them a life preserver. Hold the L button + analog stick left or L button + analog stick right to aim and then press  to throw. It's like a drive-by. The preserver is tossed quite far, so you must be a good distance from the drowning swimmer to get it to them. As in the other Beach Patrol missions, three targets (drowning swimmers) appear during each level.







## FIRE HELI (PASTIME)

**Availability:** When flying becomes available after completing Lance's mission, "From Zero to Hero."

**Location:** In the back lot behind the Downtown Fire Station (8).

**Reward:** \$500

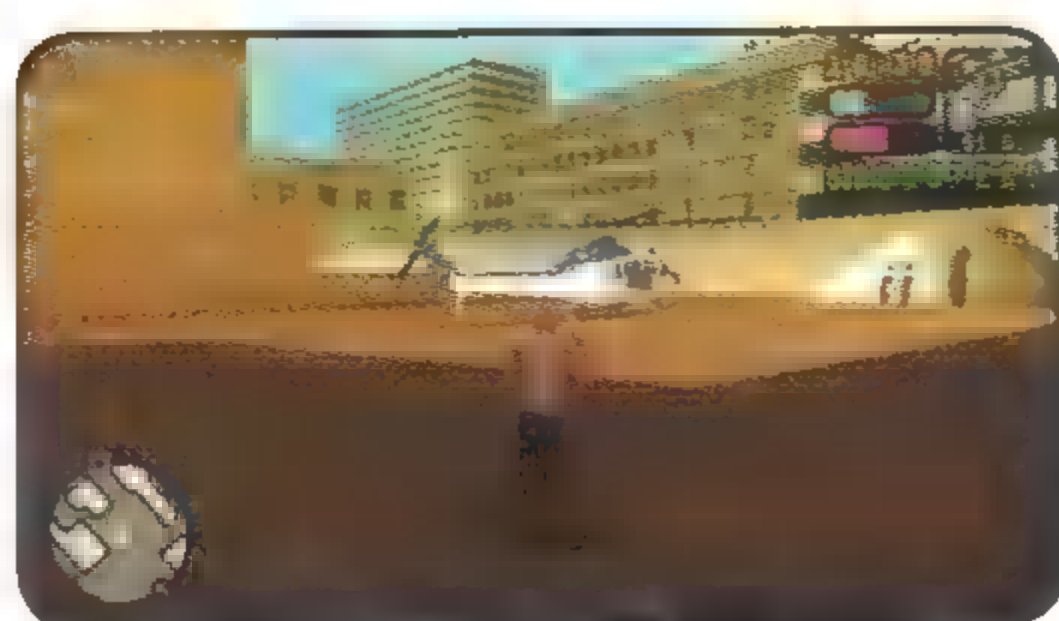


## DETAILS

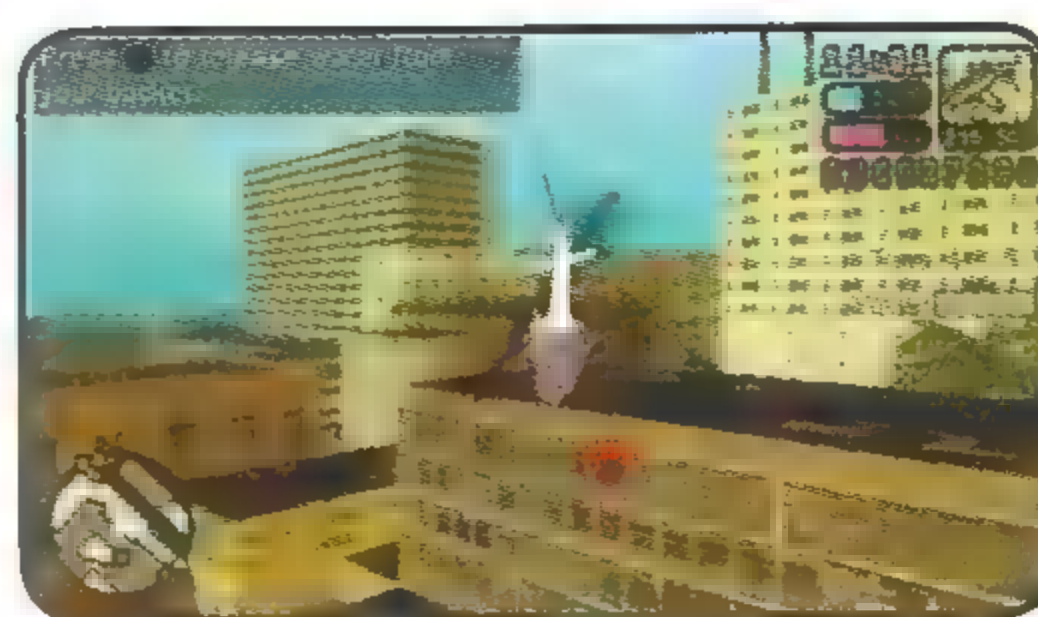
Enter the Huey helicopter that appears behind the Downtown Fire Station (8) when flying becomes available. Fire Heli begins the moment you enter this chopper. The Huey is equipped with a water bucket that dangles below it in flight. The amount of water in the bucket is displayed with an on screen Water meter. Press to empty water from the bucket.



Fires appear as yellow blips on the radar. Fly the helicopter over the flames and dump just enough water to extinguish the blaze before moving on to the next fire location. You must return to the fire station to refill the water bucket after each phase of the challenge. If you leave the helicopter, you have 30 seconds to return to it before the mission is failed.



## TIPS



This mission is like a combination of Fire Fighter and Air Rescue. Dump water directly over the fire and use just enough water to douse the flames to conserve water for the remaining fires. It's best to use a camera view that makes your helicopter small so you can more easily spot the fire below the bucket.

You can refill the water bucket by dunking it into a deep body of water. You can monitor the filling process by watching the Water meter fill. Leave the bucket in the water until you have enough water to finish the job.



The biggest problem you face is keeping your helicopter from burning. It's easier to put out fires when you are close to them, but beware that getting too close to the fire or allowing your blades to run into objects around the flames will damage your helicopter. Plot your course so that the final fire to douse is near a body of water, just in case you run out.



There are five phases total. The first has three fire locations to douse. In the remaining levels have four. The distance to the fires increases with each phase, but so does the allotted time. Make sure you extinguish all of the small fires at one fire location before moving to the next. Look at the radar. If a yellow blip remains in the fire location where you just worked, then you missed one.





## HUNTER TARGET (PASTIME)

**Availability:** Upon completion of all story missions.

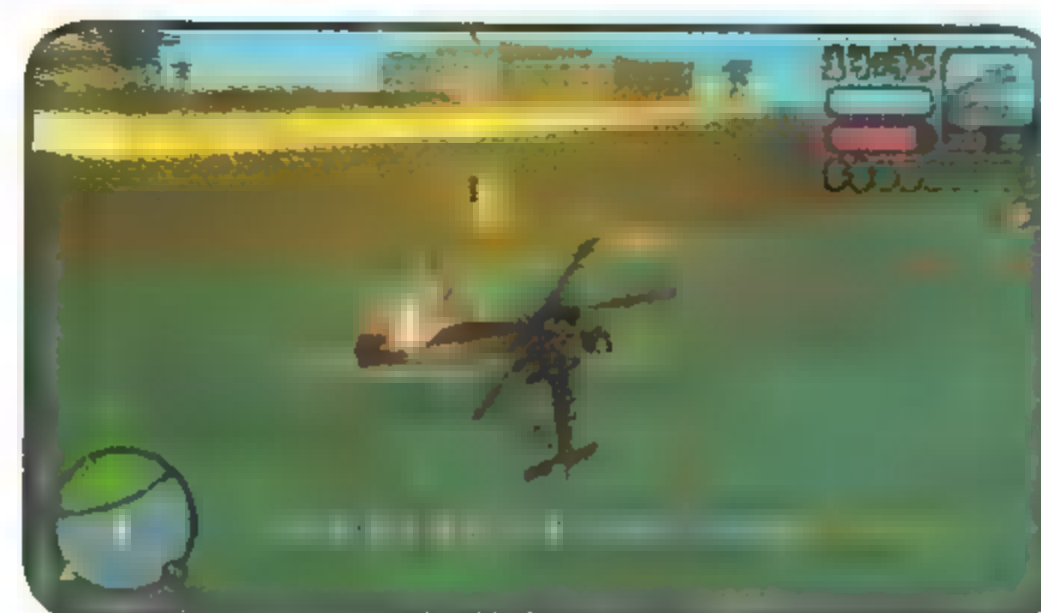
**Location:** Enter the Hunter (9) in the corner of the tarmac at Escobar International Airport.

**Reward:** \$500



## TIPS

The easiest way to destroy targets is by firing missiles. To do this from the Hunter, press **○ + ×**. To fire the cannons, press **●**. Don't fly too close to the target or you'll take damage when it explodes or incur splash damage from missiles that hit the ground near the target. Destroy the enemy chopper at the end of the challenge using your cannons. Line yourself up laterally with the chopper and adjust your altitude while holding **●** to shoot the cannons and riddle the target with bullets.



## DETAILS

Hunter Target begins the moment you enter the Hunter at the airport. You must complete the entire challenge in less than five minutes to beat the current high score time and collect the prize money. It's all about speed.

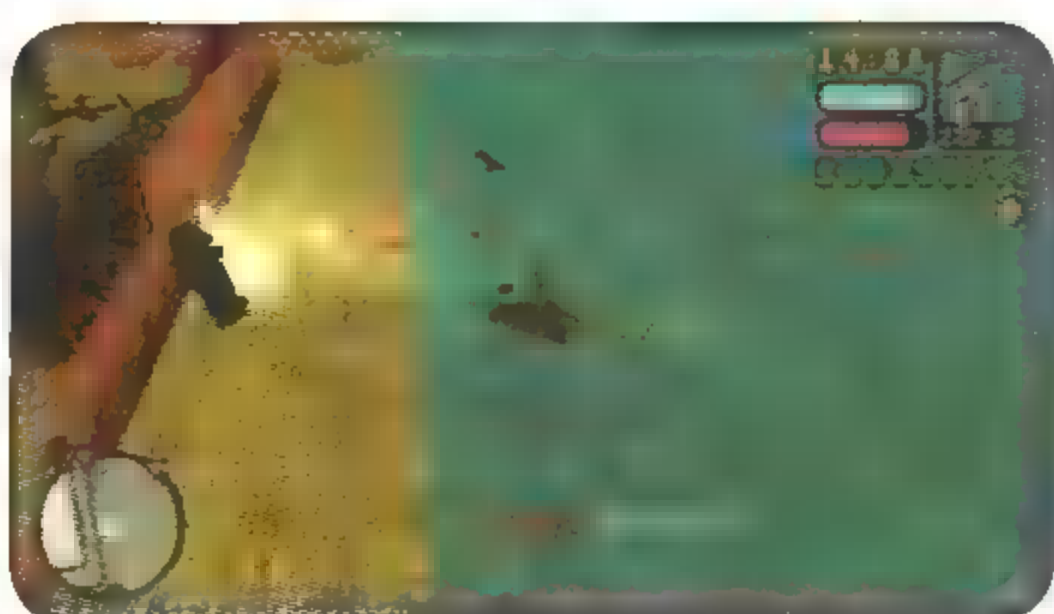


You are instructed to enter the checkpoint rings (yellow blips on the radar). At every second checkpoint, you are instructed to destroy several targets. These targets begin as Barracks trucks on the shoreline. After destroying them all, you must fly through more checkpoints. More Barrack OLs and some boats become targets near the junkyard. Two more checkpoints later, you are instructed to fire on four Barrack OLs beside Fort Baxter. Finally, you must take down the nearby helicopter and pass through the finish checkpoint, which is green, to stop the clock and complete the challenge.



The Hunter is the fastest helicopter, but with that comes more temperamental flight controls. The tail rotors don't behave like other choppers; they seem to be less responsive, but they do get the job done.

The tail rotor is controlled with the L and R buttons. However, the analog stick is very sensitive compared to other helicopters. You can practically flip the Hunter over by tilting too far forward or backward. Once you get the feel for flying the Hunter, the challenge becomes much easier.





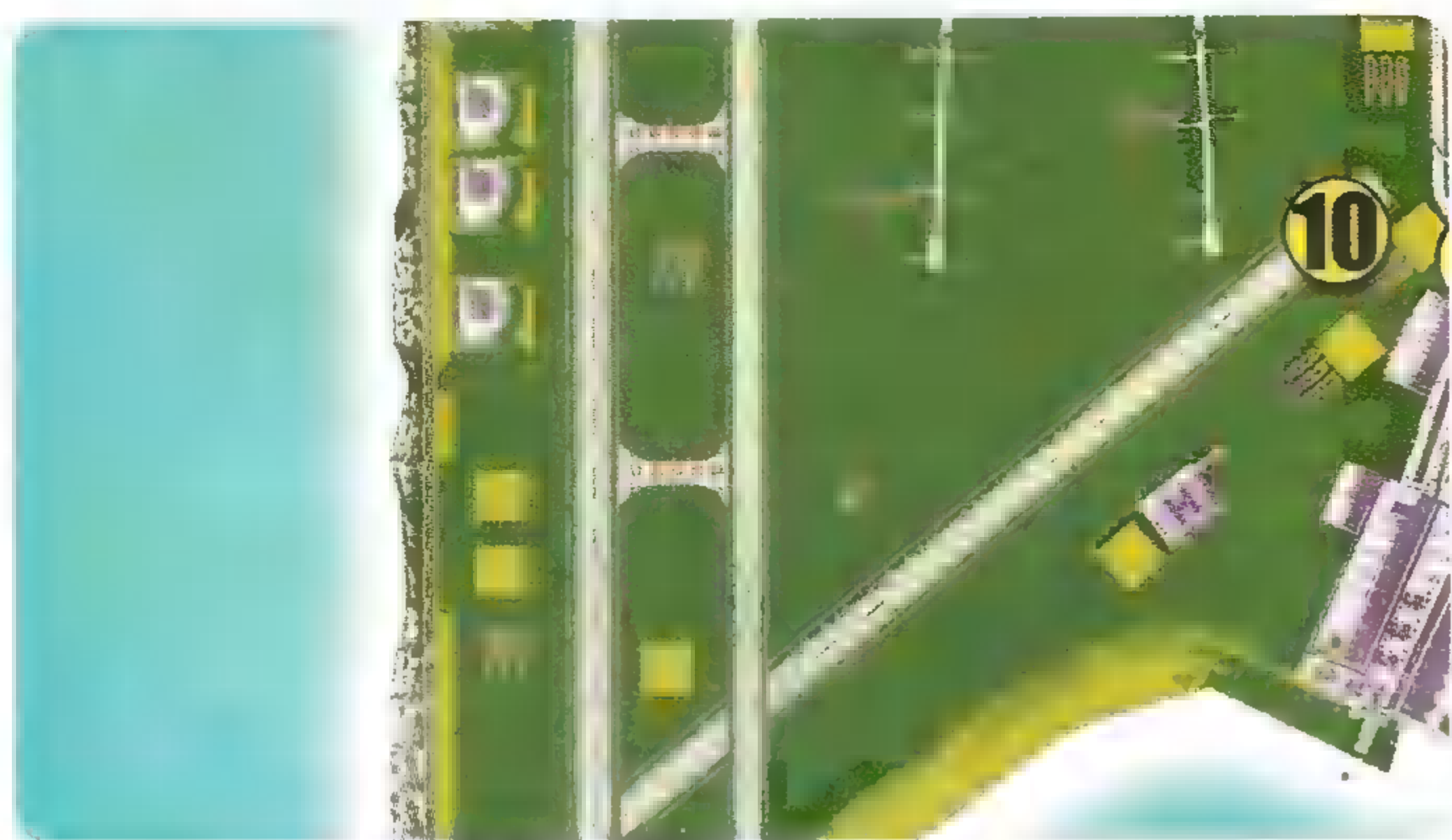


## AIR RACE (PASTIME)

**Availability:** When flying becomes available after completing Lance's mission, "From Zero to Hero."

**Location:** Enter the Pitts biplane (10) on the tarmac at Escobar International Airport.

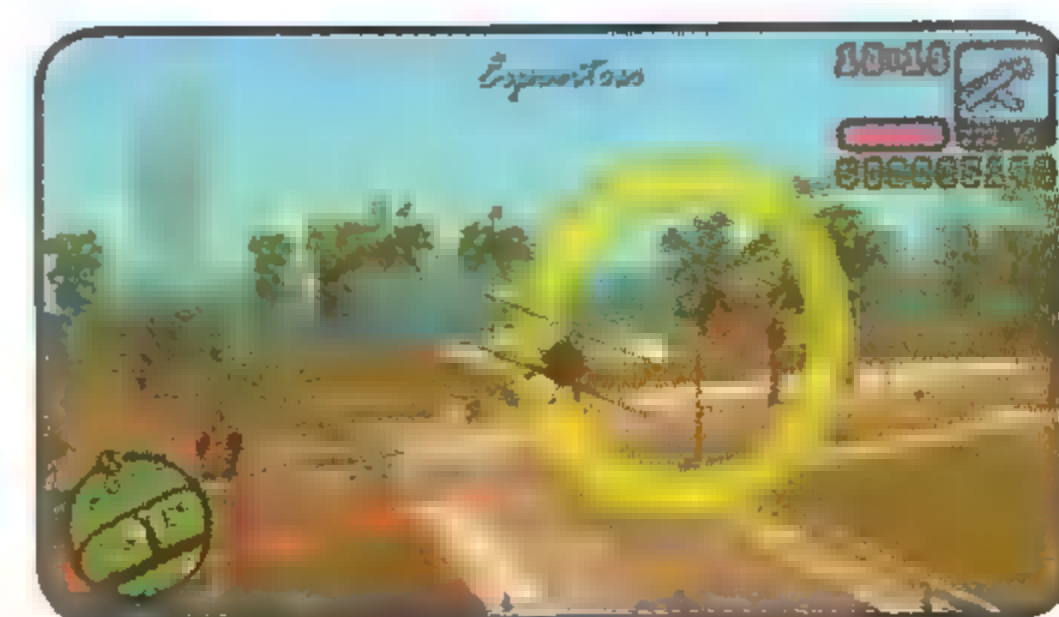
**Reward:** \$500



Only two checkpoint rings appear on the radar at once. Only one appears in the world at a time. The dimmer checkpoint on the radar is the next checkpoint to pass through. Keep watching the radar to plan your flight path through the current checkpoint so you'll be lined up for the next. You can also predict the location of the next checkpoint by noticing how the previous ring is oriented—the opening faces the next checkpoint. There are a couple of tricky sharp turns to make in this course, notably between the third and fourth checkpoints as you leave the airport.



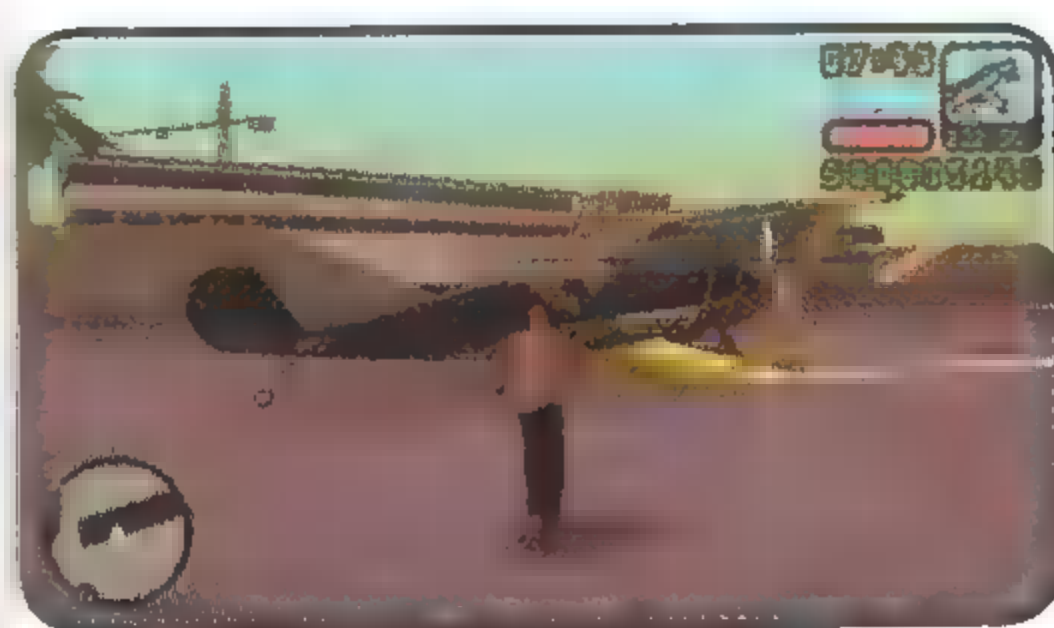
The next tough area is flying low over Starfish Island. Keep as high an altitude you can to pass through the checkpoints while still missing the tops of the palm trees.



Next, you must fly over Downtown. There's a sharp left turn between buildings and then you end up circling the stadium. If you hit a building, or just tag it, you can pretty much throw in the towel. Recovery will be tough.



## DETAILS

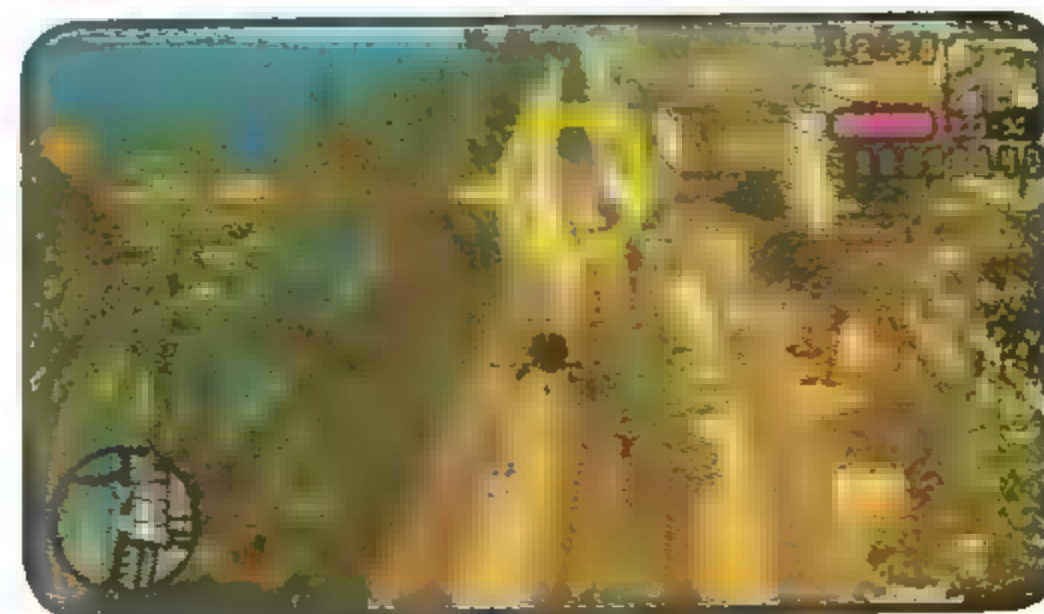


This mission begins the moment you enter the Pitts stunt plane on the airport tarmac. You must pilot the plane through checkpoint rings dotted throughout Vice City airspace as quickly as possible. This is a

timed mission. If you do not pass through all the rings within five minutes, you fail the challenge.

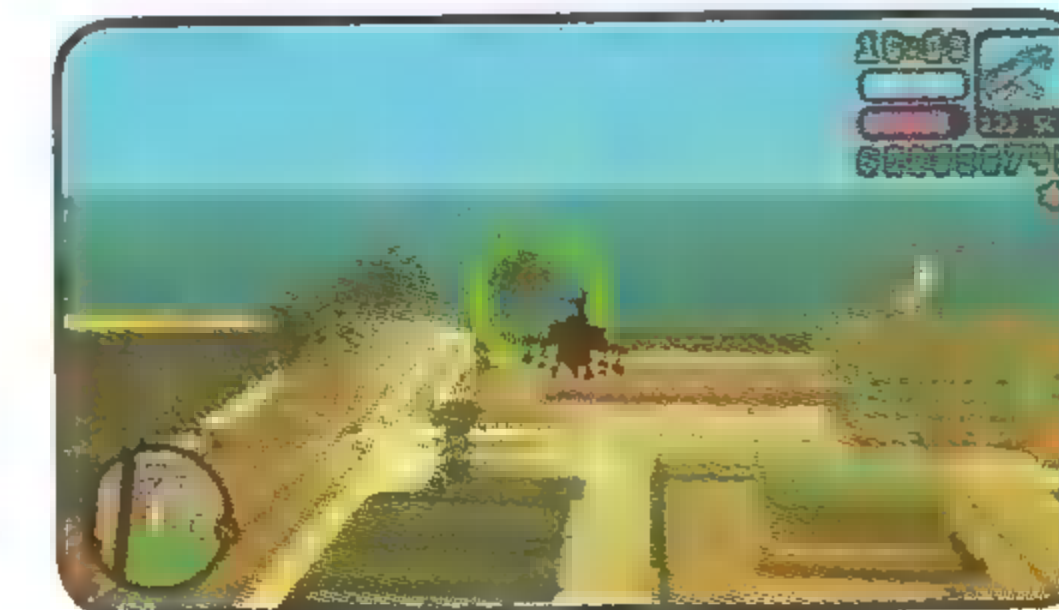
## TIPS

The Pitts is very difficult to maneuver compared to all other aircraft in the game. It's slow, so recovering from an airborne mistake is tough. To pass this challenge, you must get skilled with the Pitts quickly. Use the tail rudder to help with left and right turns. The tail rudder is controlled using the L and R buttons. To turn extremely sharp, roll the plane on its side and pull back on the analog stick. However, this is risky at low altitudes.



After flying around the stadium, you head for Little Haiti and fly over Bayshore Avenue. Again, stay just above the palm trees to avoid getting caught in them, but low enough to pass through the tops of the checkpoint rings.

The finish checkpoint, which is green, is just before the airport runway where you took off. Passing through this checkpoint stops the clock. Beat the best time of five minutes to win the challenge.





## MULTI VEHICLE RACE (PASTIME)

**Availability:** After completing Lance's mission, "From Zero to Hero."

**Location:** Get on the Sanchez (11) parked on the east side of the lighthouse in Ocean Beach.

**Reward:** \$500



## DETAILS

This challenge begins automatically when you get on the Sanchez (dirt bike) parked beside the lighthouse in Ocean Beach. You must complete a time trial course as quickly as possible using a combination of three types of vehicles: land, sea, and air. Your land vehicle is the Sanchez, the sea vehicle is the Jet Ski, and the aircraft is the Sea Sparrow helicopter. You must be quick enough to beat the record time of five minutes.

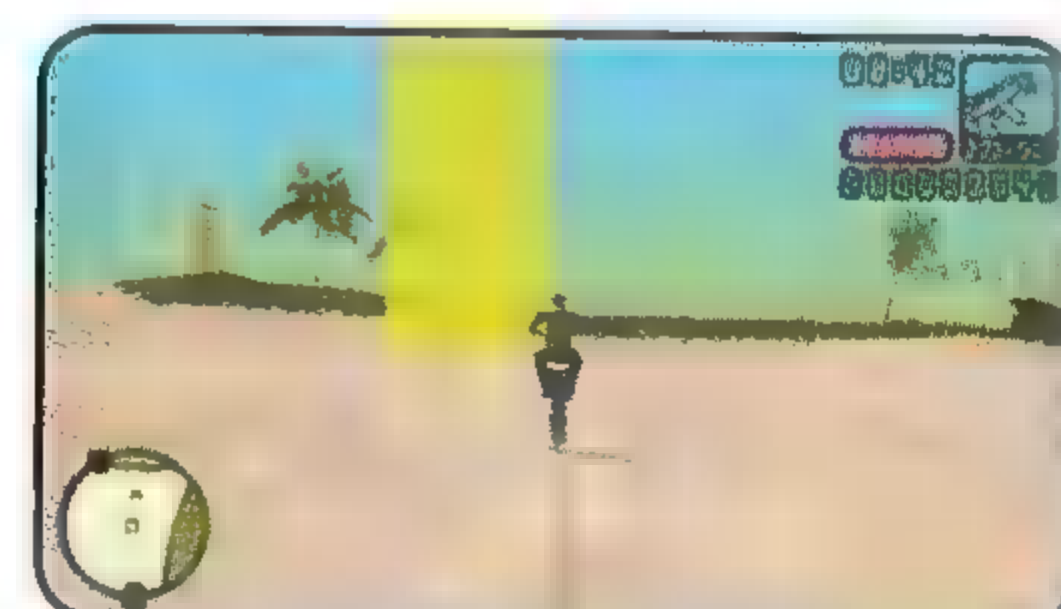


## TIPS

With all the vehicles in this race, tap the L button to snap the camera behind you as soon as you make a sharp turn to quickly spot the next checkpoint.

## SANCHEZ COURSE

The checkpoint course for the Sanchez (**A**) is a quick jaunt along the lighthouse path that goes across the bridge and just touches the edge of the beach before heading back. There are two problem areas. First, make sure you're lined up perfectly for the bridge pass; if you dunk the bike, the race is over. The other troublesome spot is the beach wall.



You have to race through the narrow opening, then whip the bike around through the checkpoint (this is when you should snap the camera around behind you to find the next checkpoint) and head back toward the lighthouse. You must speed up a ramp and land near the Jet Ski in the water (**b**). The closer you get, the less time you'll spend swimming to the Jet Ski; the clock does not pause for you to reach the next vehicle.







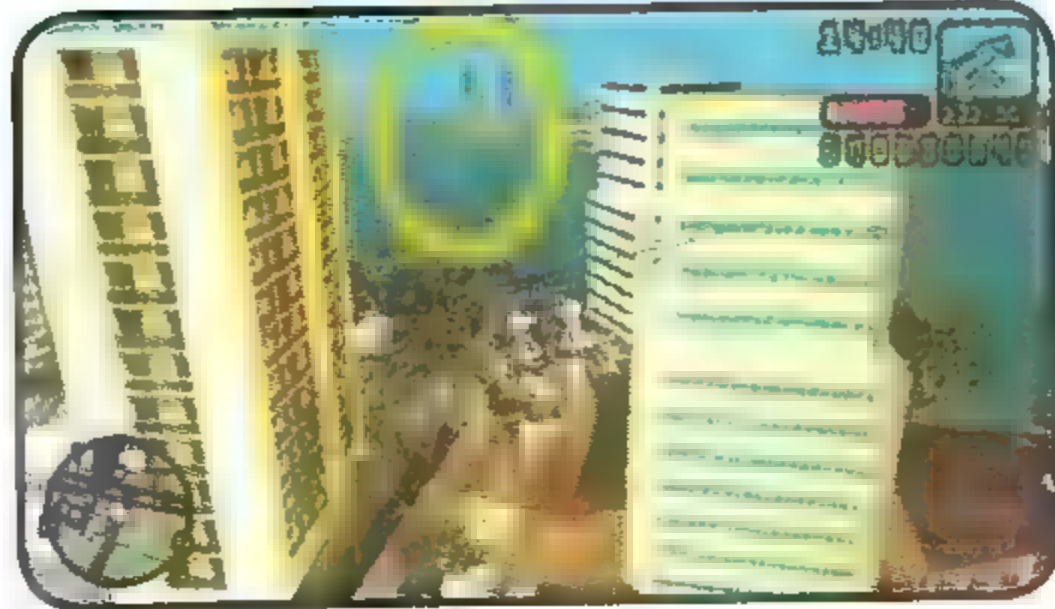
## JET SKI COURSE

The Jet Ski course **(b)** is very simple; there are no obstacles to avoid except for piers and bulkheads. You speed all the way up the coast into the channels of Vice Point and Leaf Links. Count the bridges you pass under. After the fifth bridge, you make a strong left toward Leaf Links golf course. The last Jet Ski checkpoint is very close to land. Speed as fast as you can onto land and you may even jump into the small pond with the Sparrow Helicopter **(c)**.



## SEA SPARROW COURSE

Get into the Sea Sparrow **(c)**, floating in the Leaf Links water hazard and head due south through the Vice Point and Washington Beach checkpoints. These checkpoints follow the coastline closely; the final one **(F)** is nearly above Lance's place.

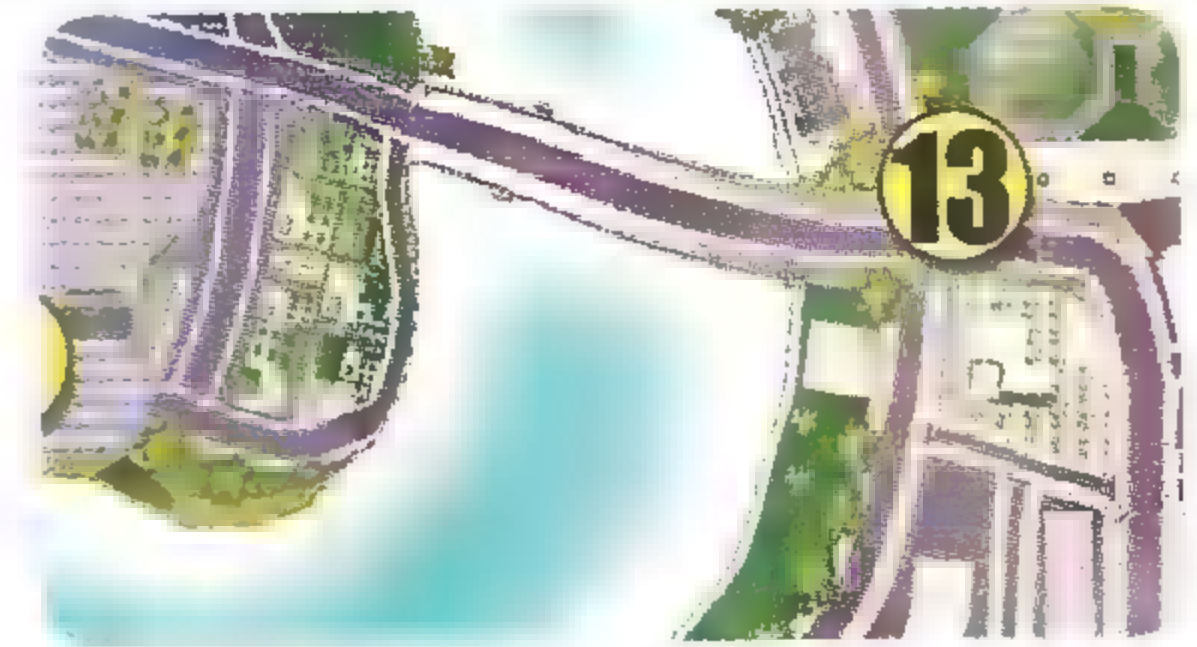


## PCJ PLAYGROUND 2 (PASTIME)

**Availability:** After completing Lance's mission, "From Zero to Hero."

**Location:** PCJ 600 **(13)** parked near the mall.

**Reward:** \$500



### DETAILS

This PCJ Playground is started by hopping on the PCJ 600 **(S)** parked against the overpass support wall on the southwest side of the mall. We have used the same concept for mapping this course as we did for the previous PCJ Playground. All checkpoints are shaped as they are viewed when you first jump on the PCJ. There are two checkpoints that are practically on top of each other: 2 & 3. We've omitted checkpoint 3 from the map to keep it cleaner.



There are a total of 28 checkpoints in this course. Again, you must complete the challenge in two minutes or less.



### TIPS

Begin by weaving in and out of the mall overhang **(S)** to pass through checkpoints 1-6. Race to the street to the east by passing through 7 on the ramp. Do a handbrake 180 in the street and head for the raised walkway to get checkpoints 8-10.





Ride down the steps to get checkpoint 11 as you head through the broken road wall to the sidewalk. Turn left and race down the sidewalk to nab checkpoints 12-15.

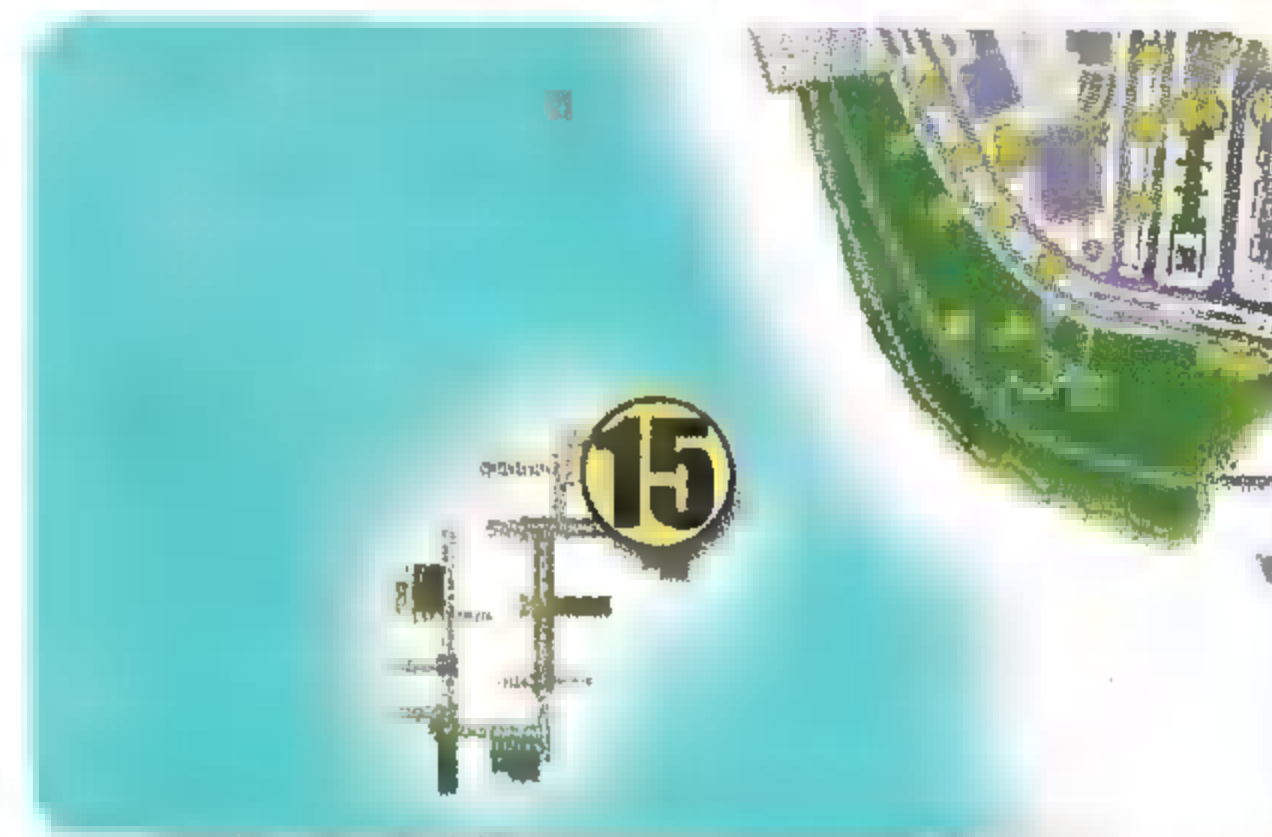


## HOVER CRAFT RACE 2 (PASTIME)

**Availability:** After completing Lance's mission, "From Zero to Hero."

**Location:** Buvver '64 hover craft (15) docked at Holiday Home Huts (island of piers) near southwest Ocean Beach.

**Reward:** \$500



Beyond checkpoint 15 is the toughest part of the course—and there's nothing we can do to help you except give you fair warning. It's just going to take practice to get it right. Pull a handbrake right turn in checkpoint 15 and face the building with the ramp inside it.



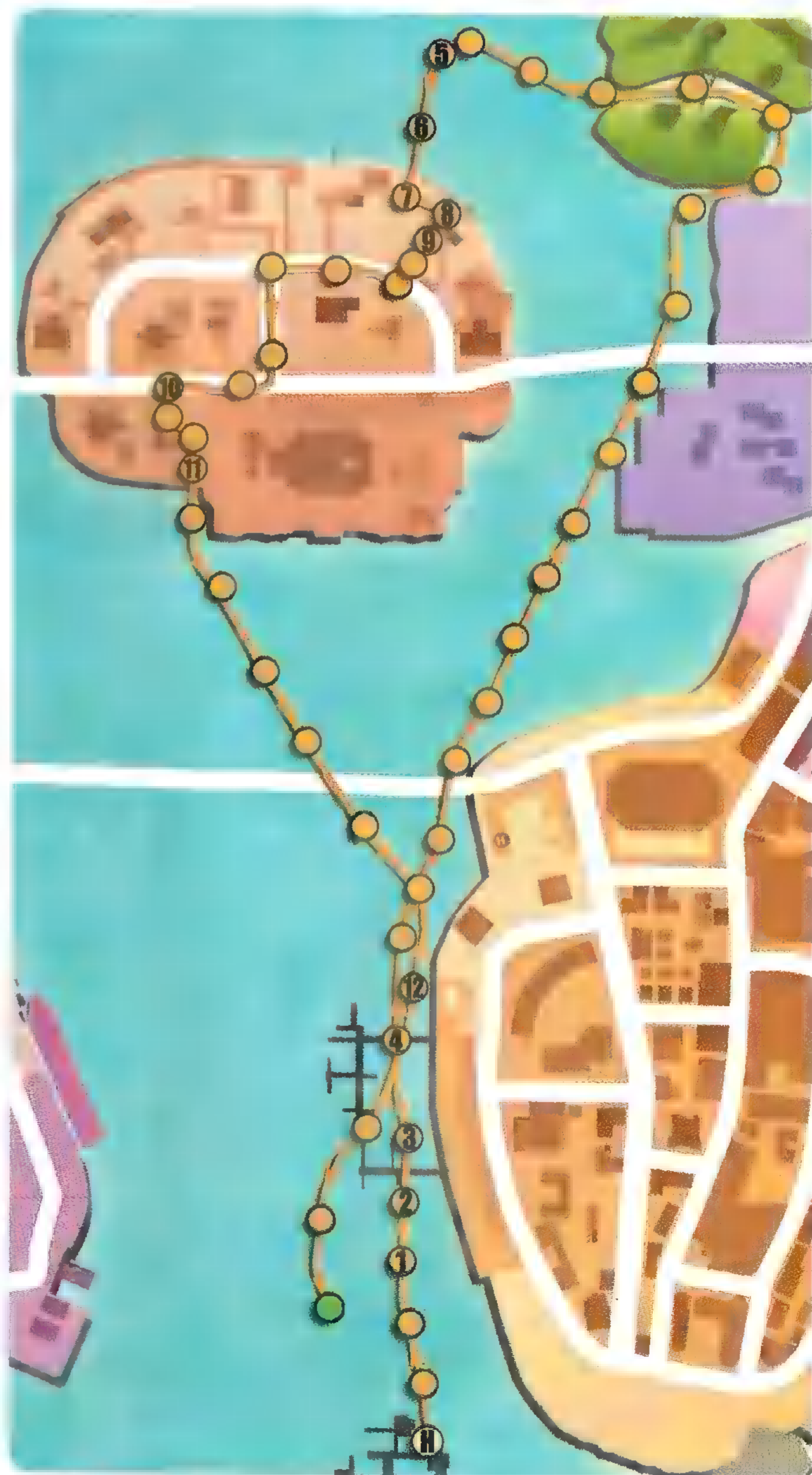
Checkpoints 16 and 17 are on the ramp. Checkpoint 18 is on a narrow rooftop that you must jump to from the 16-17 ramp. The trick is to use just enough speed to reach the rooftop, but not so much that you can't stop from going over the edge of the roof. You should hold both brakes after going off the ramp to stop on a dime when you land on checkpoint 18.



Turn right and follow the rooftop through checkpoints 19-22. Ride off the rooftop and follow our mapped route to checkpoint 23, which is on the steps of the nearby hotel. Turn left through that checkpoint and follow the path at the top of the stairs into the side yard of the hotel to hit checkpoint 24.



Follow the same path as it passes behind the hotel and opens into the pool area. The closest checkpoint is in the pool, but there's no easy way through the outdoor furniture from the north side. Speed along beside the pool to the south side and pass through checkpoints 25 and 26, then turn right into the pool area between the table and the lounge chairs. Perform a 180 handbrake turn through pool checkpoint 27 and quickly exit, then speed for checkpoint 28 on the hotel's south patio area.





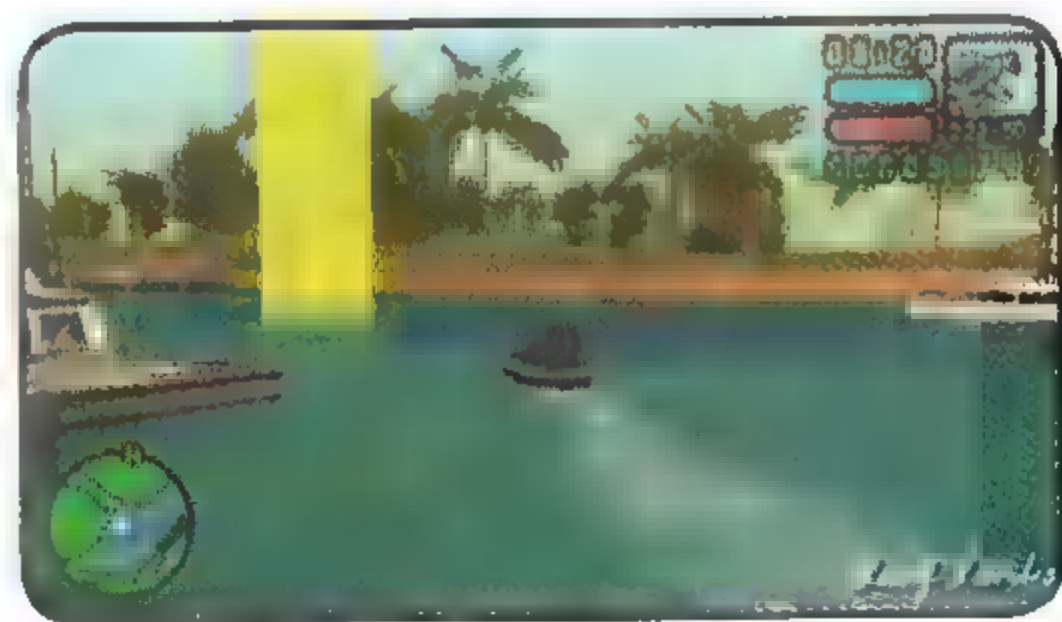
## DETAILS

Find the docked Bover '64 (H) at Happy Home. The challenge begins automatically when you enter the vehicle. This is a long and difficult course. You must beat the best time of five minutes to complete the challenge. If you get out of your vehicle, you have 30 seconds to return to it before the Pastime is failed.



## TIPS

The first few checkpoints are the toughest to overcome. You don't have to go over the ramp (1), but it's a good idea so that you can align your shot up the following ramp (2). If you don't make the jump over the pier, then go around it the long way to hit checkpoint (3). This is a time consuming error, so get those jumps down.



You must jump Pier 1; checkpoint (4) is on top of it. This jump must be done precisely—make sure you go straight up the ramp with good speed. If you take it badly or go off at an angle, you risk flipping

the hover craft, and that means instant failure. After you clear Pier 1, it's smooth sailing all the way under the large bridge, then into and around the Leaf Links channel.

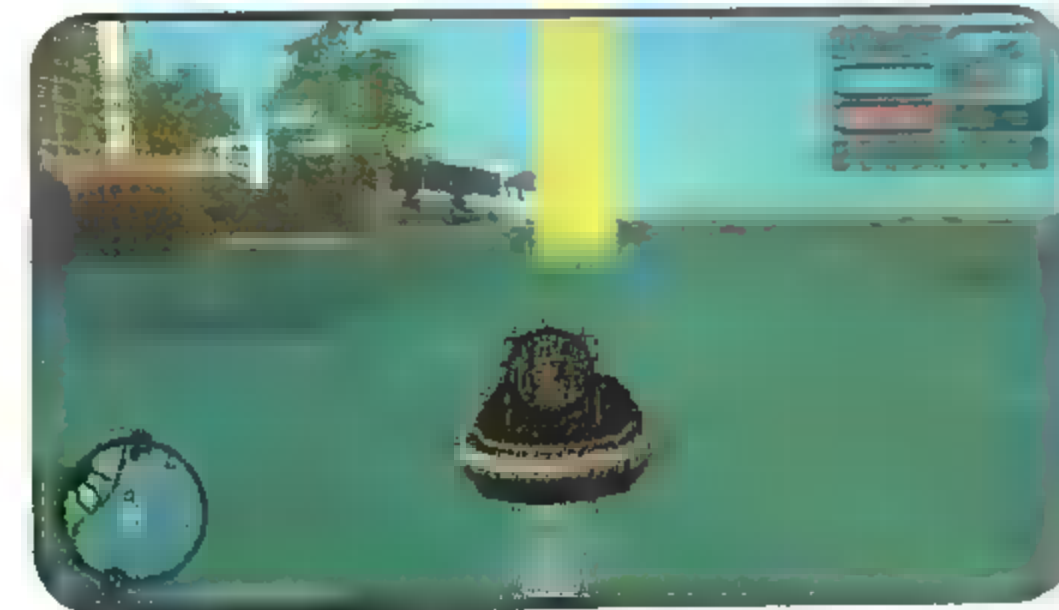
The next tricky area is taking the sharp turn through the double checkpoints (5) and heading south for the ramp (6) that should launch you onto Starfish Island (7). Use the R button to turn sharply through these drastic directional changes. Turn sharply to the left once on Starfish Island and head toward the palm tree checkpoint (8). Make a sharp right to pass between the house and the garage to hit checkpoint (9), as well as the following driveway checkpoints. Follow the street from here, avoiding traffic.



Drive through the narrow front gate entrance (10) and veer left for the backyard checkpoint (11) and ramp that launches you back into the water. Again, go off the middle of the ramp with good speed to avoid capsizing.



Next, head back toward the original route, in the direction of Holiday Home Huts. The jump over Pier 1 (12) can be tricky, like all the others. Exit the piers and head for home!



## TURISMO (PASTIME)

**Availability:** Vice Point Fairgrounds Turismo is available when the bridges are passable after Lance's mission, "From Zero to Hero."

**Location:** Vice Point Fairgrounds Turismo (17).

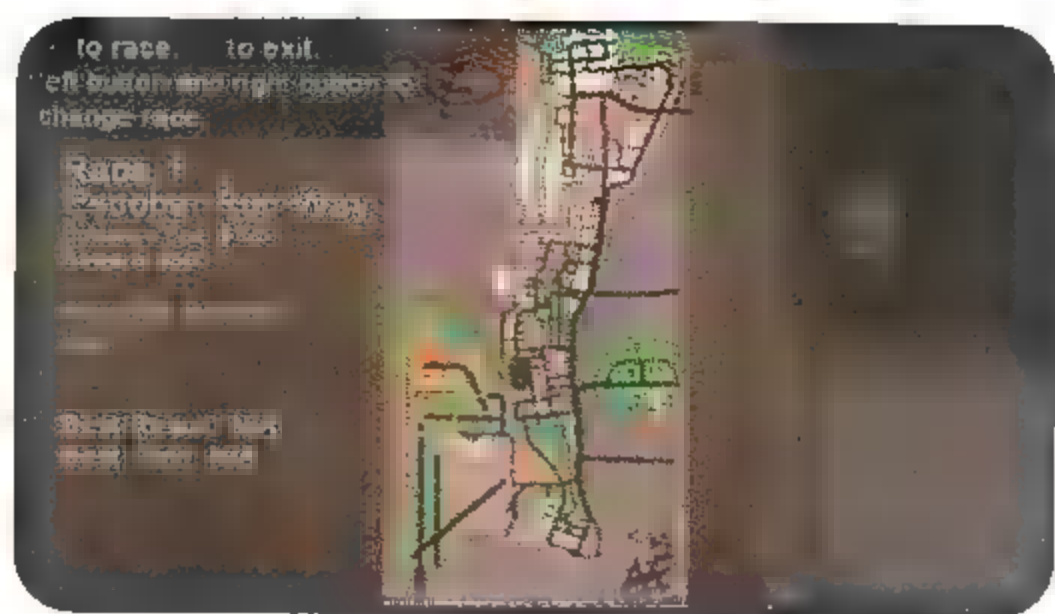


## DETAILS

There are two Turismo race challenge locations. One is found at Sunshine Autos and the other takes place at the Fairgrounds in Vice Point (unlocked after the bridges are opened). Each Turismo consists of six races—an even split of car and motorcycle races. The Fairgrounds Turismo is actually a continuation of the circuit as the race numbers there begin at seven.







Step into the halo at the area indicated on our Pastimes map to begin this "Turismo" challenge. You face a wall of six racecourse choices. Each one displays a small map of the course, the race number, name, entry fee, reward,

race type (motorbike or car), number of laps, along with your best time and the record time. Press to race, to exit, and use the Left and Right buttons to switch race courses.

## No Cheating

You cannot damage or destroy your opponents before or during the race as you could in previous games in this series. If you try to cheat this way, you will fail the race.

## TIPS

The bikers in this race are purists—they're driving Freeways. Get a PCJ and you'll have an edge on 'em. There's a bunch of traffic to deal with in this race around the mall, but the wide roads make this more manageable.



If you're not riding down the middle of the road (on the paint line), then you should be riding close to the curb on either side to avoid traffic. Tap the L button after making a sharp turn to snap the camera behind you quickly. This helps you to see the next turn and avoid a head-on collision.



## VICE POINT FAIRGROUND TURISMO (PASTIME)

There's a pickup truck parked next to a blue and red shelter at the southernmost section of the fairgrounds in Vice Point. Enter the halo in front of this shelter to continue Turismo; an exit to the fairgrounds is just behind it.



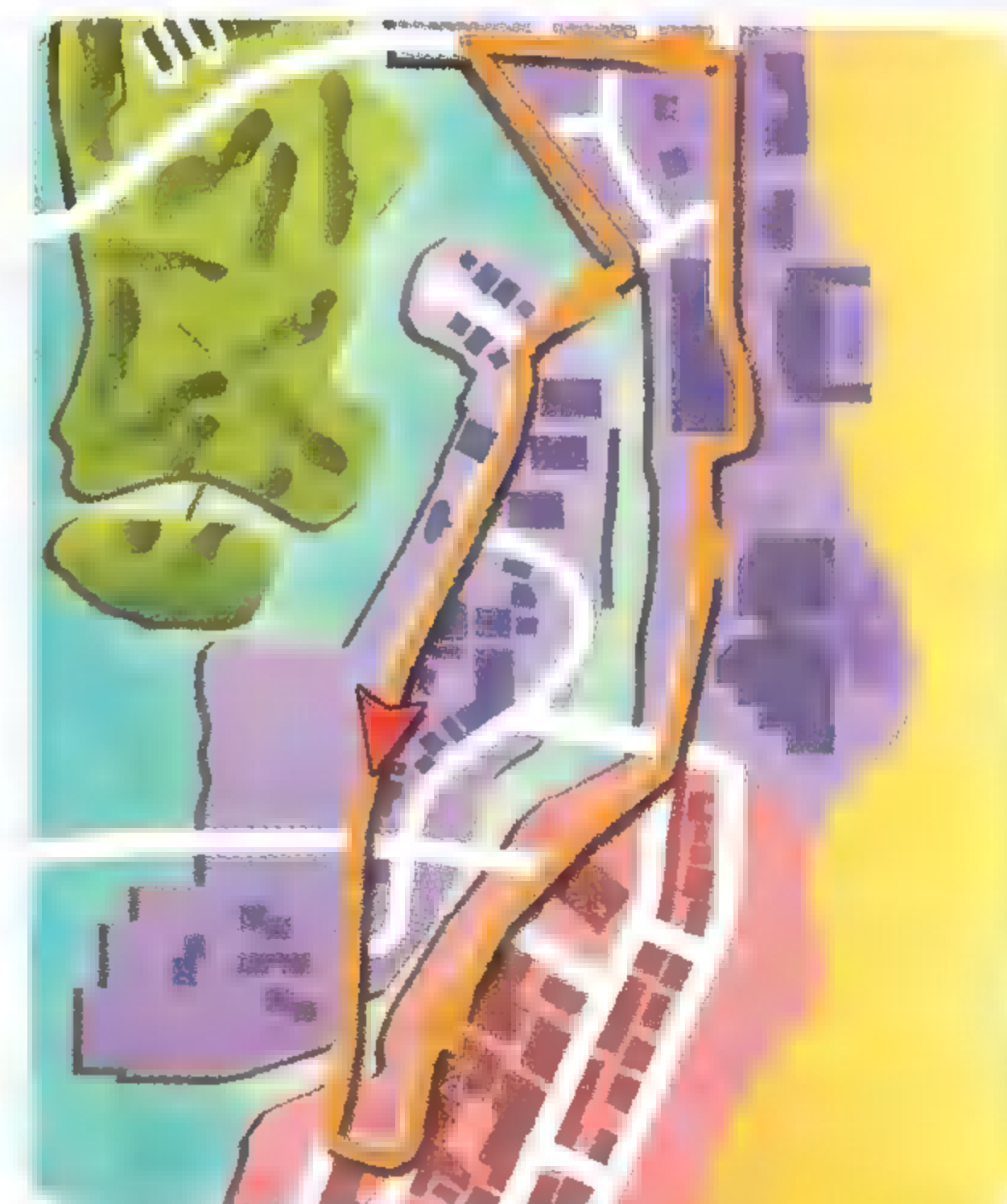
## RACE 8: CHEETAH'S CHALLENGE

**Entry Fee: \$250**

**Reward: \$1000**

**Race Type: Car**

**Laps: 2**



## RACE 7: FOOLS RUSH

**Entry Fee: \$125**

**Reward: \$500**

**Race Type: Motorbike**

**Laps: 2**



## TIPS



This is a Cheetah race, so bring an Infernus or Cheetah to stay competitive. Get a good start, but slow down just before you reach the small road bridge between the first two checkpoints. Hitting the

little hump in the road before the bridge could send you in an undesirable direction.





There are lots of hazardous corners and traffic to deal with in this course. You could probably win the race in a less "sporty" vehicle that still has good control and handling, like a Polaris V8. There aren't a lot of good, clear straightaways to highlight the Infernus' unrivaled speed, so practice caution instead to keep your vehicle from damaging out. Watch for corner-cutting opportunities; there are a handful of good ones on this course.



## RACE 10: SUPERCHARGED CIRCUIT

**Entry Fee: \$500**

**Reward: \$2000**

**Race Type: Car**

**Laps: 2**



## RACE 9: ASPHALT ASSAULT

**Entry Fee: \$375**

**Reward: \$1500**

**Race Type:  
Motorbike**

**Laps: 2**

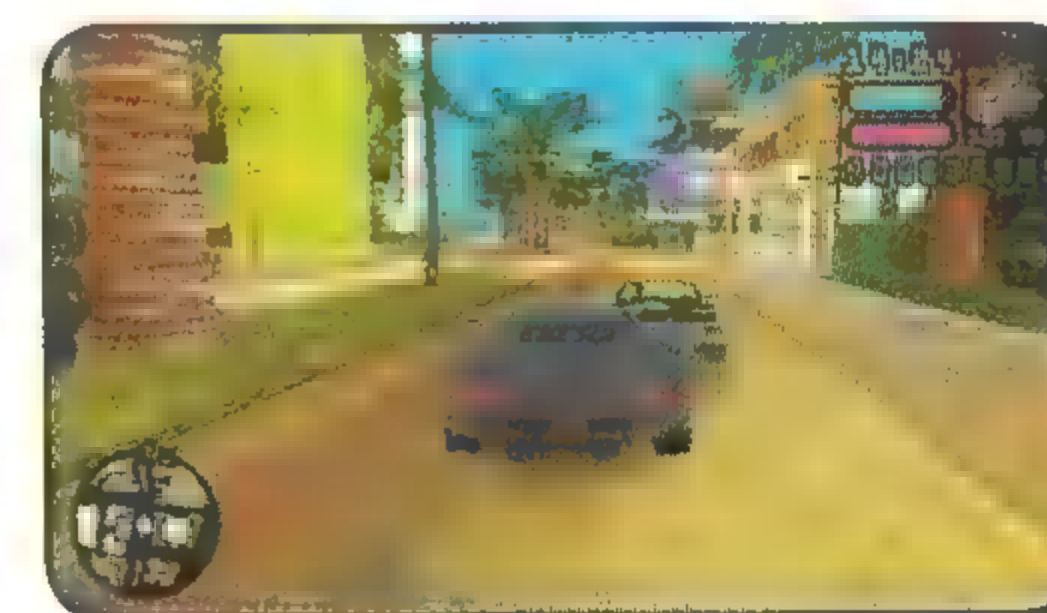


### TIPS

Choose a vehicle similar to what the competition drives—a Stinger, an Infernus, or a Cheetah. This small course is full of tricky corners. Brake before fast turns and handbrake through even faster turns.



The southern route near Pier 1 is on the opposite side of traffic. You can ride along the correct side of traffic and still trigger the checkpoints on the wrong side of the road. This keeps you away from head-on collisions and allows you to get up to speed.



### TIPS

The competition rides PCs, so jack one for yourself... and bring it! Use more caution than speed in this course and you'll come out ahead. The competition gets nutty in the turns. Just be cool and stay away from the rowdy racers.



Do your best to stay away from the competition, especially in the corners. They'll ram you every chance they get. There's more risk of you losing your vehicle than losing the race.



You must contend with the same road hump near the small bridge as you did in the previous race. It's easier to deal with when on a bike, though, since you have weight transfer abilities. Hit the bump and pull back a bit to land

on your rear wheel first (tilt down on the analog stick). There are numerous obstacles, like light poles on the sidewalks, so stay away from those if you can.





## RACE 11: HIGH OCTANE HEAT

**Entry Fee: \$825**

**Reward: \$2500**

**Race Type:**  
**Motorbike**

**Laps: 2**



### TIPS

Get on a PCJ 600 and take it to the Vice Point starting line. There are a bunch of unpredictable corners in this course. Study our map before you begin, so you aren't thrown off during the race. Handbrake in the turns and avoid traffic and competitors. This is one of the tougher races, so it's going to take a few tries.



## RACE 12: HIGH STAKES HIGHWAY

**Entry Fee: \$750**

**Reward: \$3000**

**Race Type: Car**

**Laps: 2**



### TIPS

This is a Cheetah race, so jack a Cheetah or Infernus and get to the starting line. The course is very manageable; you've got easy corners and a slew of straightaways. The competition may have the upper hand in cornering, but you can leave them in the dust on the long straightaway. Once you're well ahead of the pack, drive more conservatively to protect your lead.



## WATERSPORTS (PASTIME)

**Availability:** After completing Lance's mission, "From Zero to Hero" to open the bridges.

**Location:** Get on the Jet Ski (18) docked at the Prawn Island movie studio. The dock can be found by exiting the studio grounds through the small, west exit near the water tower.

**Reward:** \$2500 for beating all eight courses.


**Unlocks:** Wetsuit







## DETAILS

Head through the west exit out of the Prawn Island movie studio. There's a Jet Ski at the end of the pier. Press  to board it and begin "Watersports." This is a series of eight races that are unlocked by beating one course at a time. To win, you must hit all checkpoints in less than the record time, which is indicated on the course selection menu. It's an open-ended challenge, so you can scroll through the course menu and choose the course you want to play once you've completed them all. Doing so also unlocks the Wetsuit at all safe houses.



## Universal Tips

You have 30 seconds to return to the Jet Ski if you fall off. Hold the R button while turning for sharper turns. You do not have to go over the ramps as long as you hit the checkpoints. Use weight transfer to shift your weight off the ramps and land in the water correctly. It's almost impossible to hit the water too far forward, but landing too far back can throw you.

### COURSE 1

**Target Time: 2:45**

**Laps: 3**



This short course has you circling Prawn Island three times. Most of the checkpoints are just beyond a water ramp. Launch from the middle of these ramps for the best results.

Avoid the land that juts out at the northern tip of Prawn Island between the second and third checkpoints. Once you have this turn down and complete one lap around the island, it gets much easier. Have fun with the jumps and experiment with your weight transfer in the air.



### COURSE 2

**Target Time: 3:30**

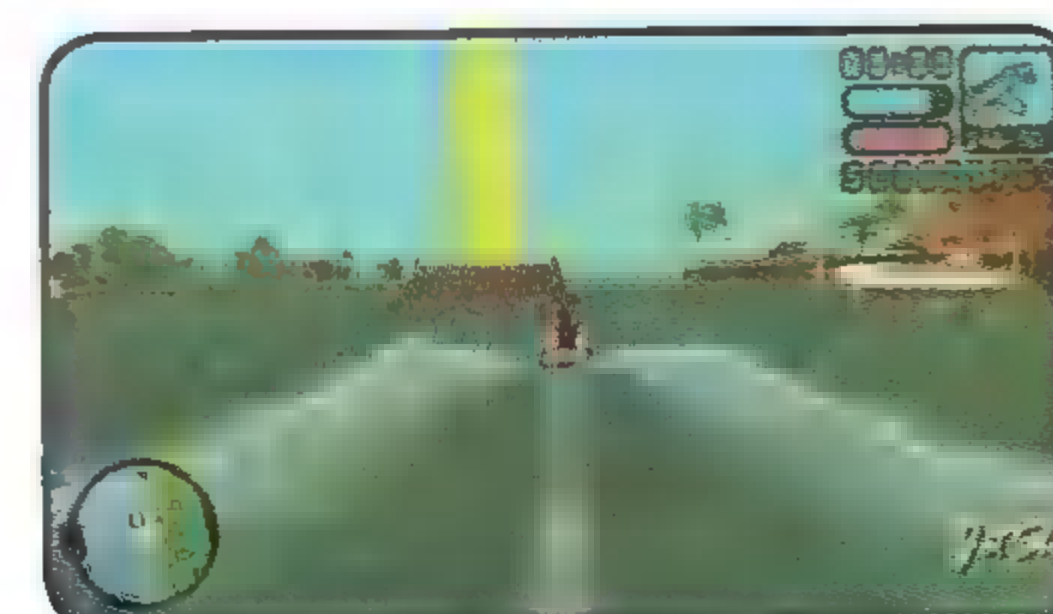
**Laps: 3**



You begin this course just off the northwestern tip of Starfish Island. This course is not much different from the last one, except it's a little bigger and there's more risk of running into things, such as a bulkhead (a) or the bridge supports (b).



When riding the Jet Ski, it often helps to tap the L button to snap the camera behind you after making a small directional change. Sometimes the camera won't move that much (since you're continually turning right) and you may overcompensate in steering, not knowing you were already okay. Try this while lining up for ramps; it really helps.





## COURSE 3

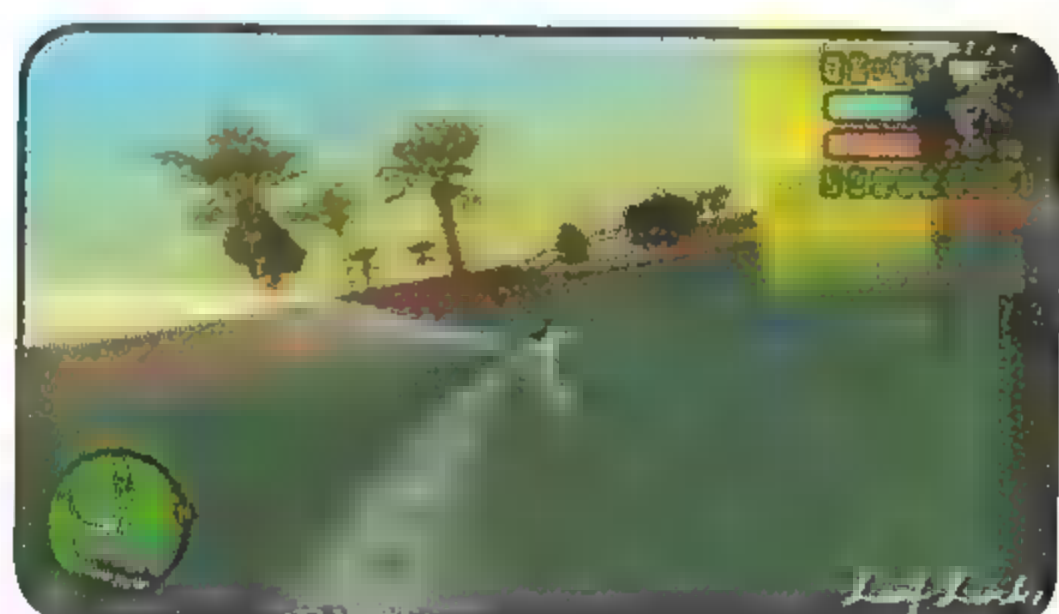
**Target Time: 3:20**

**Laps: 3**



You begin this challenge in the water, facing north near the large bridge from Little Haiti to Leaf Links. This course begins what becomes a lasting theme in the remaining courses. Starting with the second checkpoint **(a)**, you must navigate the narrow channels between Leaf Links and Vice Point. Practice better precision steering and adopt a greater commitment to direct course and ramp skills.

There's a high risk of running head-on into bulkheads, piers, and other vessels.



This becomes painfully apparent as you pass between checkpoints four **(b)** and five. You must cut sharply right to avoid a pier, or possibly a boat docked at the pier, and then swing it back to the left under

the bridge to navigate through the "S" turn. Deceleration is not a bad thing. At the ninth checkpoint **(c)**, you may consider using the R button for sharp turning, as well as decelerating for this very sharp corner. Remember the camera snap.

Go straight up the ramp **(d)** between checkpoints eleven and twelve, but do so on the left side of the ramp to avoid hitting the Leaf Links bulkhead on the right, just beyond the ramp. From this point, it's smooth sailing to the lap marker. Now go around two more times.



## COURSE 4

**Target Time: 2:45**

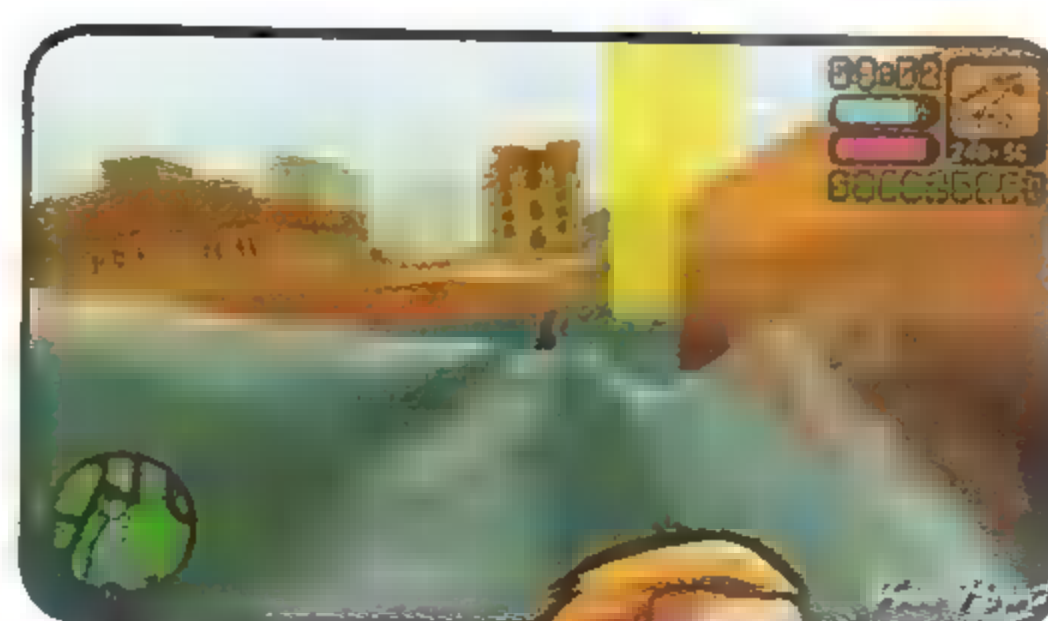
**Laps: 3**



## Nighttime Racing

Depending on how dark the room you're in is, you may want to consider quitting Watersports when the sun goes down in the game, then save your progress and come back to it in the game morning. From here on out, you'll be navigating narrow channels, which is no picnic when you can't see anything but the checkpoints. If you try to beat every course back to back, you will eventually be racing at night.

You begin in the water, facing west just off the northern tip of south Leaf Links Island. The course follows a clockwise path around the northern area of Leaf Links Island. It's not much more difficult than the last one; however, if it's getting dark, the corners between checkpoints five **(a)** and seven **(b)** will be very difficult (see previous tip). Remember to snap the camera behind you as you make these sharp turns so that you have a clear view of the next corner.





## COURSE 5

**Target Time: 3:45**

**Laps: 3**



You begin this race facing north in the narrow channel that cuts Vice Point in half. The starting position is due east from your Vice Point safe house. This course sends you in a counterclockwise circle around the Vice Point Island. The water is rougher in these parts.



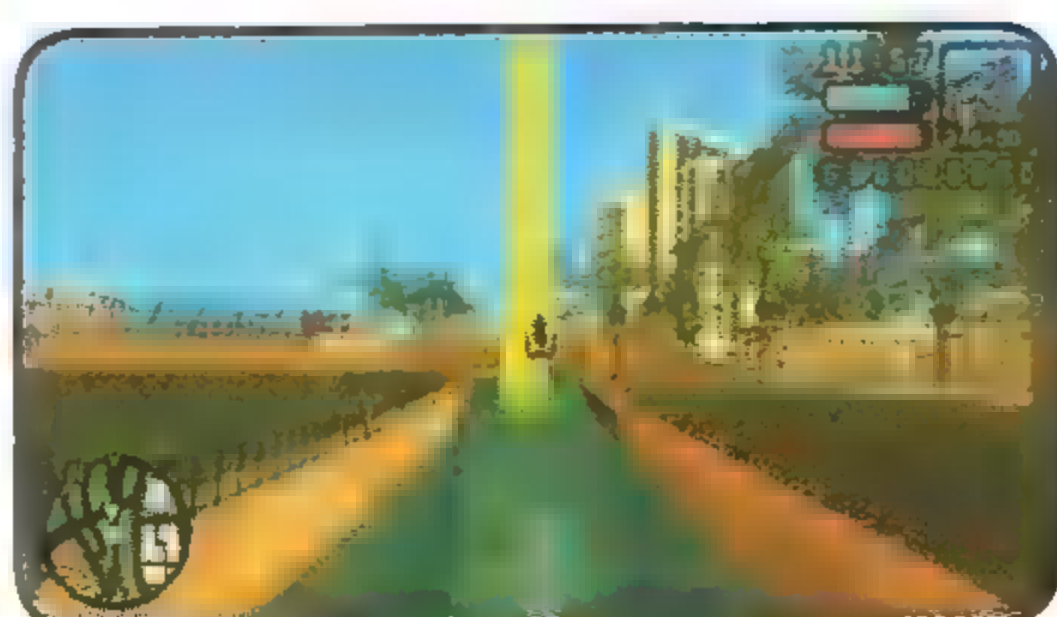
The nice thing with a Jet Ski compared to, say the PCJ 600, is that you can still make reasonable directional changes once you're in the air after launching off a ramp. This allows you to immediately veer

off in a new direction toward the next checkpoint when you hit the surface of the water. If you were in a land vehicle, this tactic would be disastrous. Keep that in mind when racing this course.



Take the ramp after checkpoint five straight on but up the left side. If you don't have enough speed and you go up the right side, you risk dry-docking the Jet Ski on the golf course before hitting the next checkpoint (a).

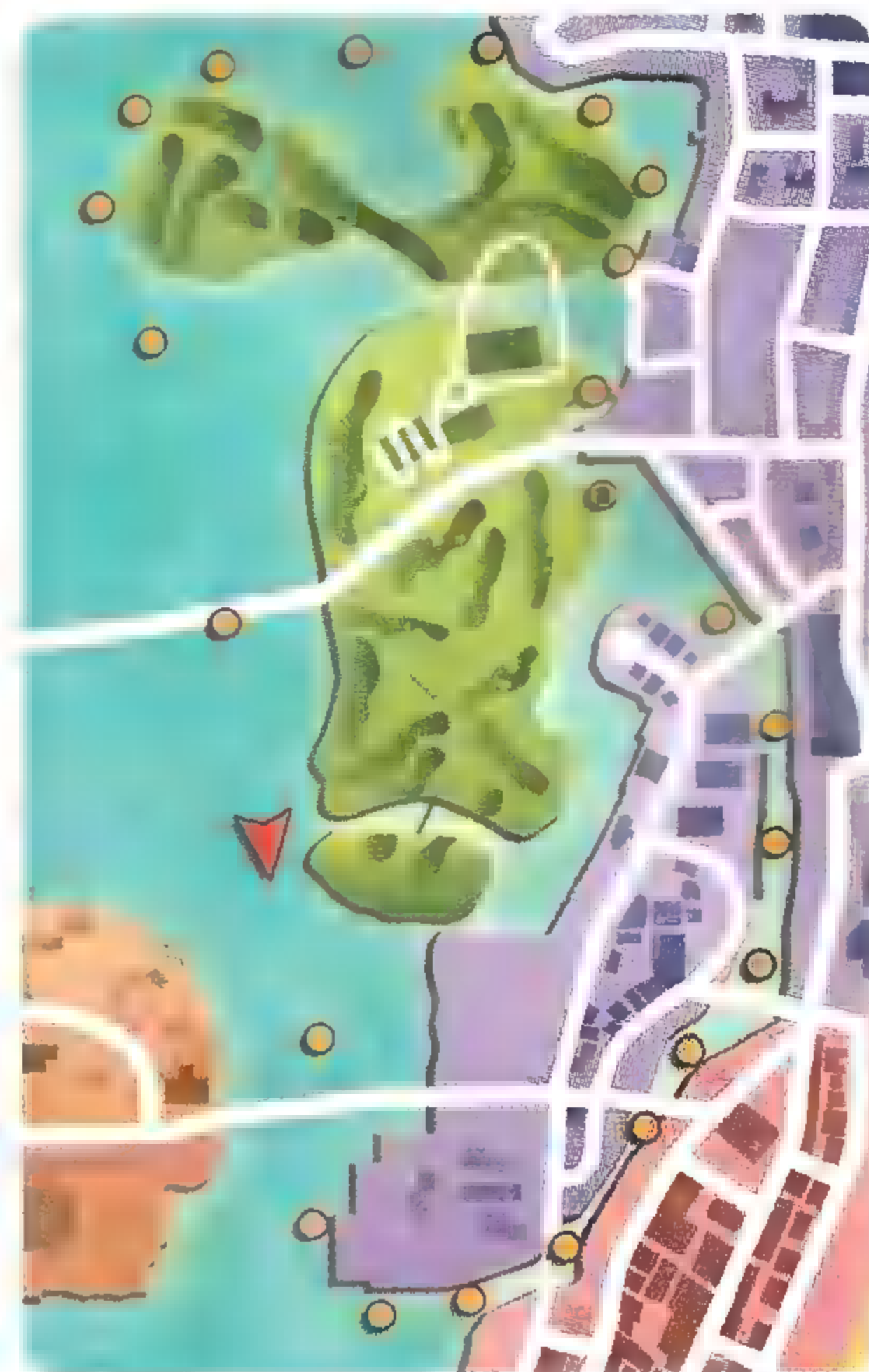
Also consider going around the ramp at the tenth checkpoint (b), at least the first time around. The corner at the previous checkpoint is so sharp you'll have a hard time lining up for the ramp. Also, consider driving around the ramp between checkpoints twelve (c) and thirteen. The channel is so narrow that just the slightest miscalculation puts you on shore, and that's not good. You must hit this ramp straight on or you'll be taking a cab home.



## COURSE 6

**Target Time: 6:30**

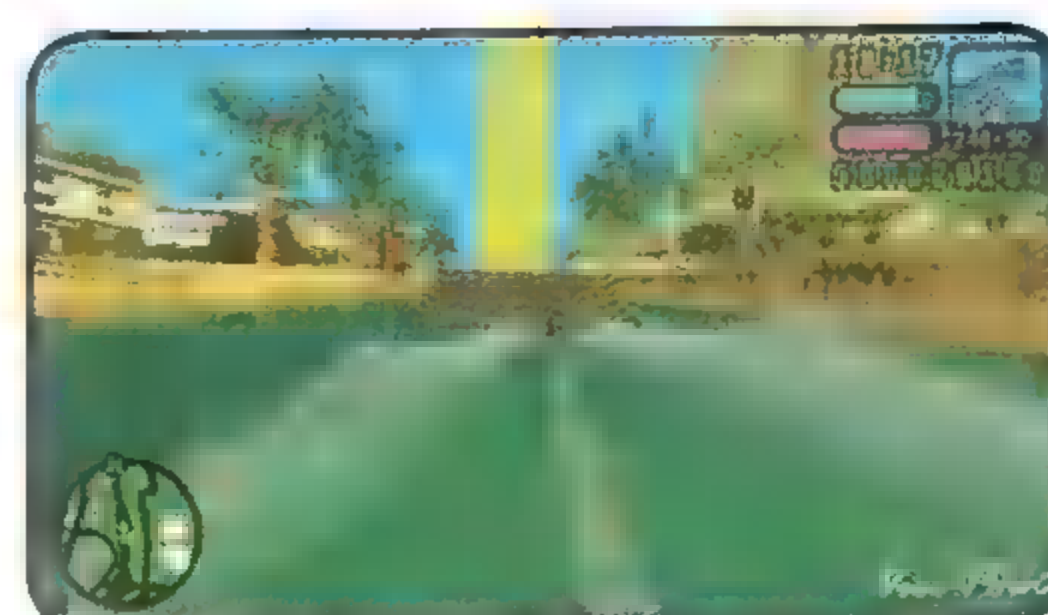
**Laps: 3**



You begin this challenge facing south off the southwest coast of the southernmost Leaf Links Island. This course will seem very familiar, yet longer than anything you've run yet. It's like a combination of

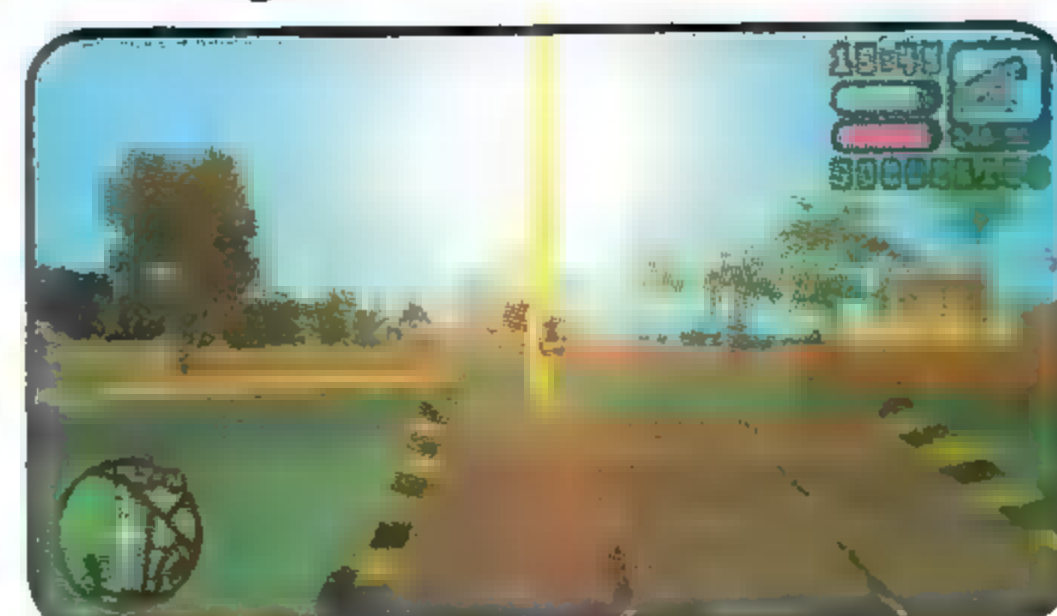


Courses 4 and 5. The entire southern section of the course is almost exactly like the last course you ran, except there are more ramps in the narrow Vice Point channel.

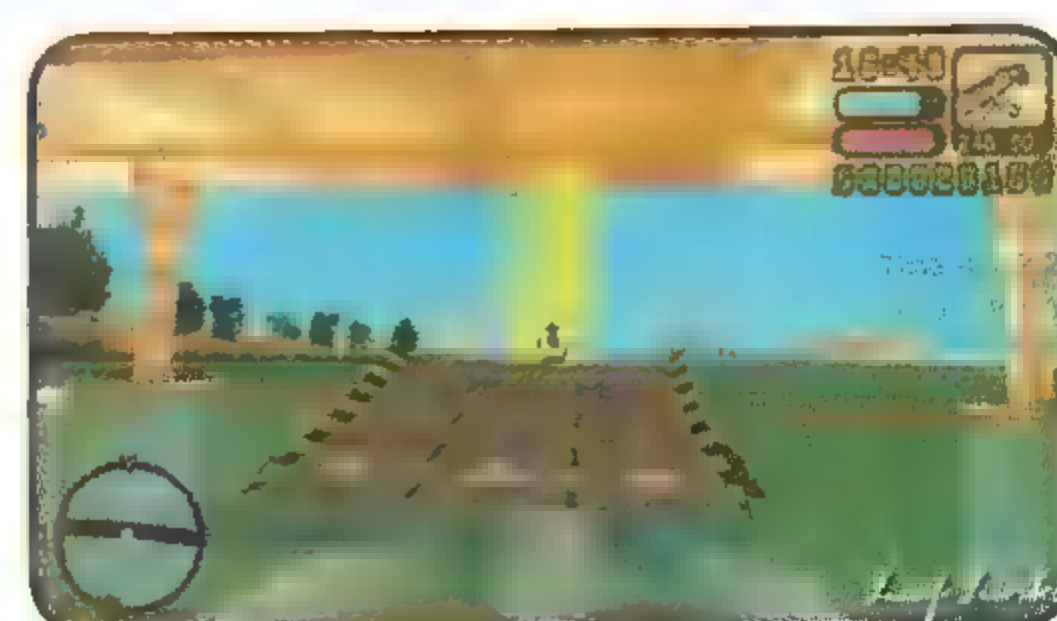


Be careful on the first ramp; the Jet Ski tends to go nose up more than usual (steep incline). Use weight transfer to push the nose down. Go up the middle of the ramps in the narrow channel or you may wind up on land.

The most difficult area of the course is at the twelfth checkpoint (a). Slow down as you pass this one to proceed under the bridge. This is a very sharp right turn, so you risk hitting the bulkhead dead ahead or turning too sharply and hitting the boat or pier on the right around the corner. Snap the camera around after making the first part of the turn under the bridge.



The northern section of this course has you racing dangerously close to the Leaf Links bulkhead. Don't be tricked into the side of the bulkhead; aim for the outer edge of the checkpoints, away from land.

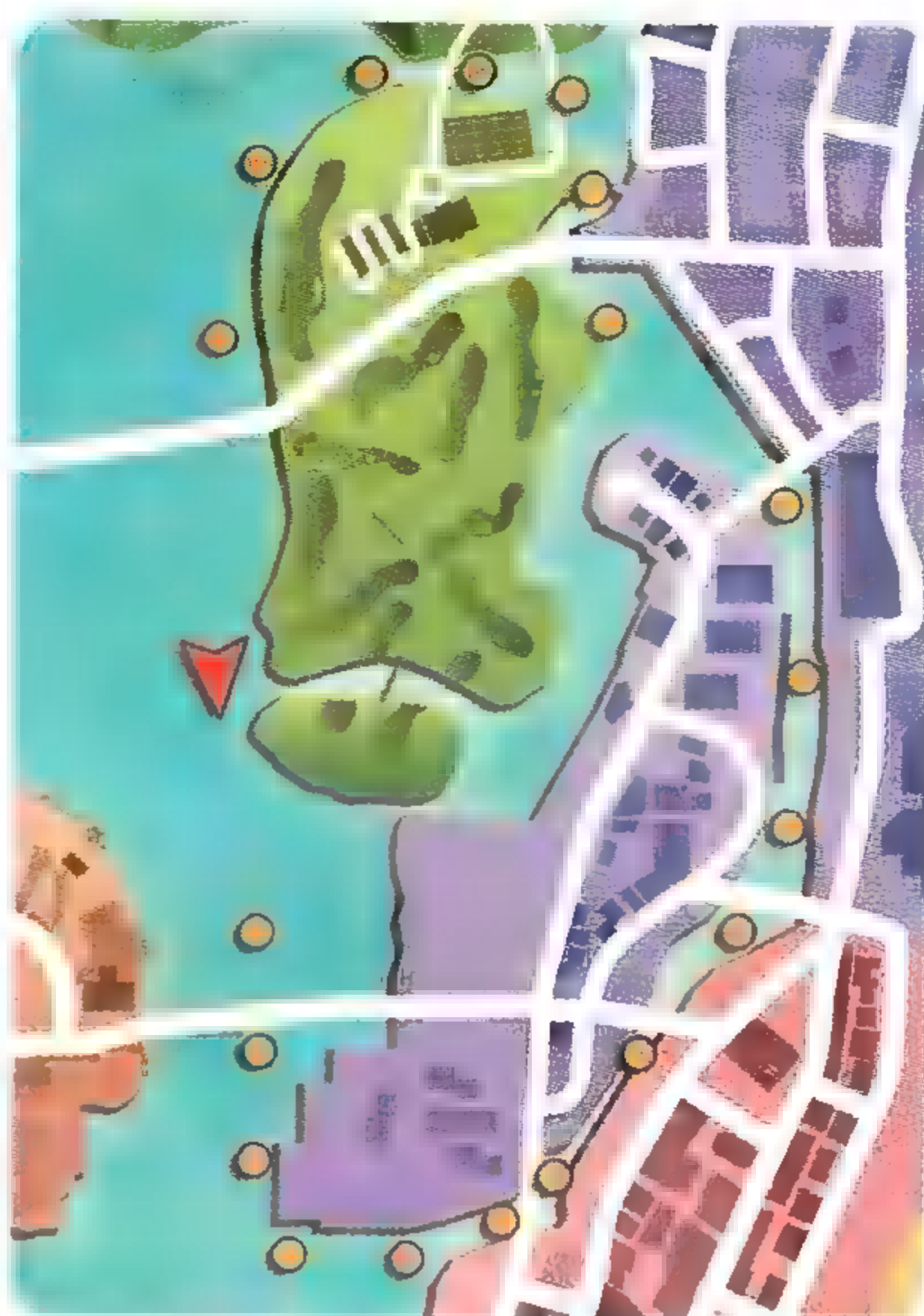




## COURSE 7

**Target Time: 5:00**

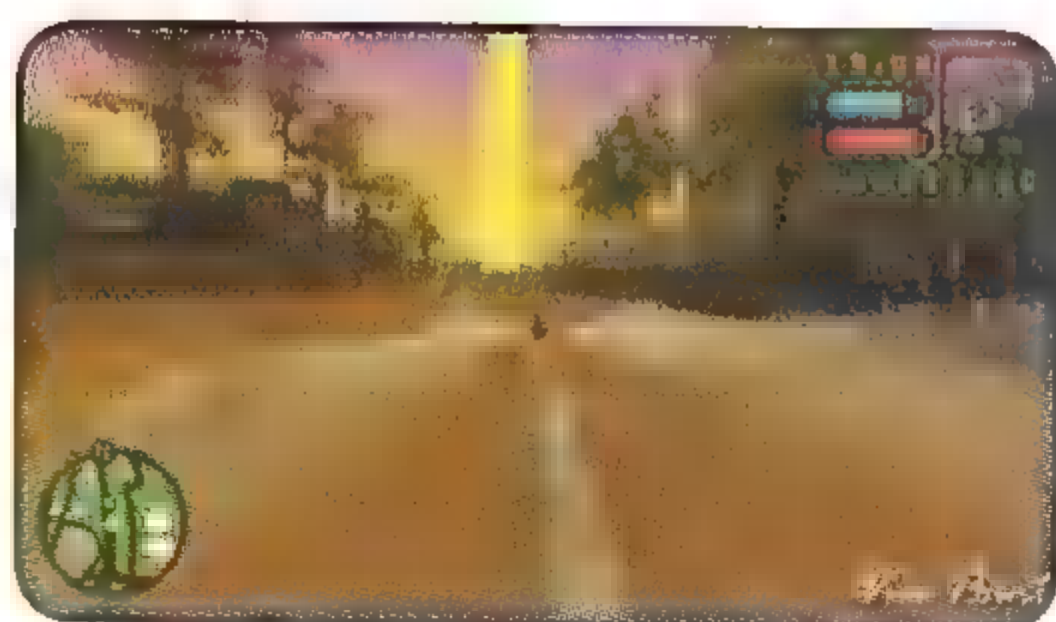
**Laps: 3**



You begin this course facing south in the same spot you did in the last one. Indeed, it's very similar to the last course, only shorter. Think of it as a combination of Courses 3 and 5.



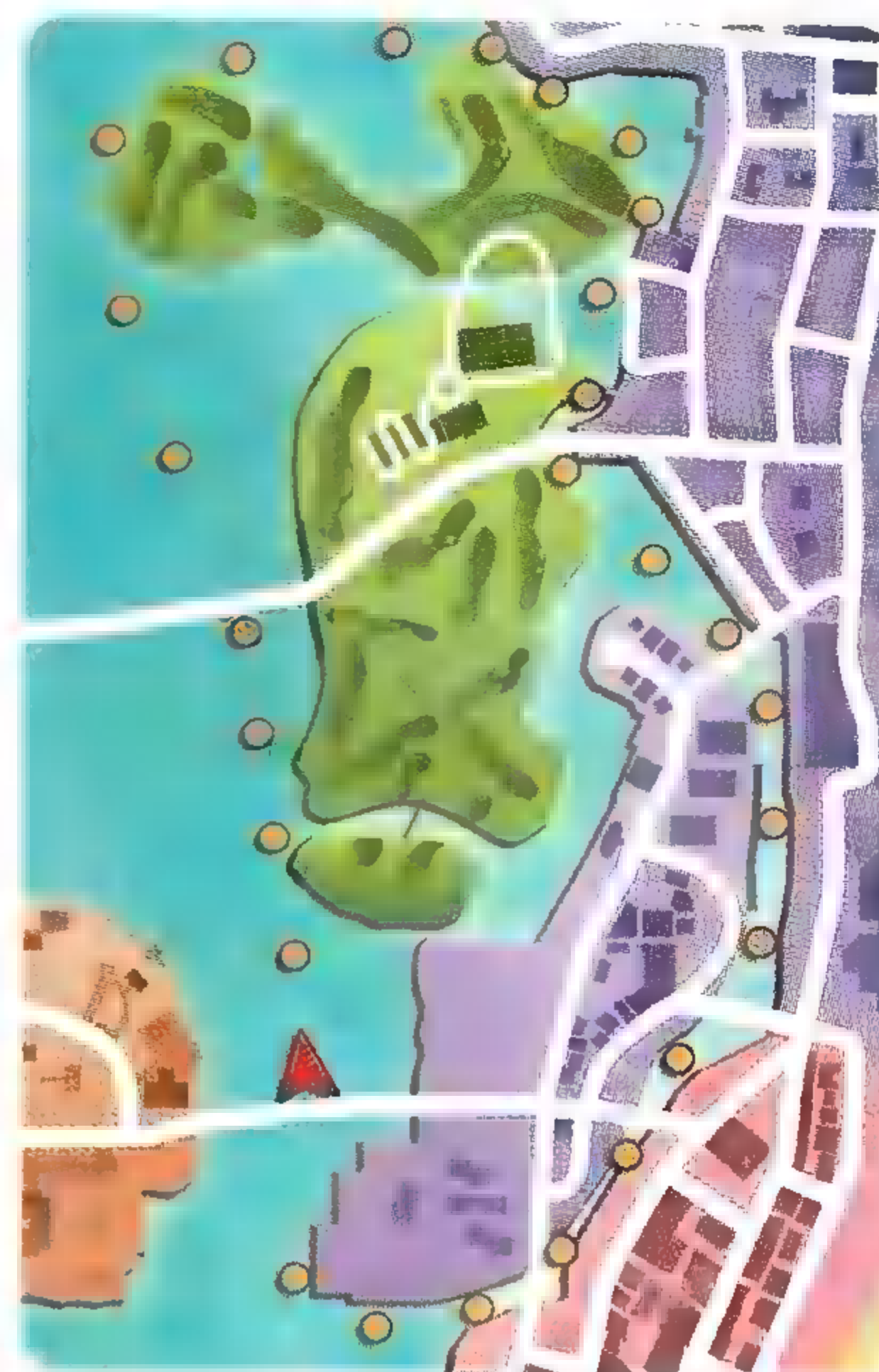
Start by heading counterclockwise around southern Vice Point Island, hitting familiar ramps and rounding familiar corners. The course is shorter than the last one because you cut west through the Leaf Link Islands as you did in Course 3. This should be an easy first time win for you. It's a nice break, and a fun course.



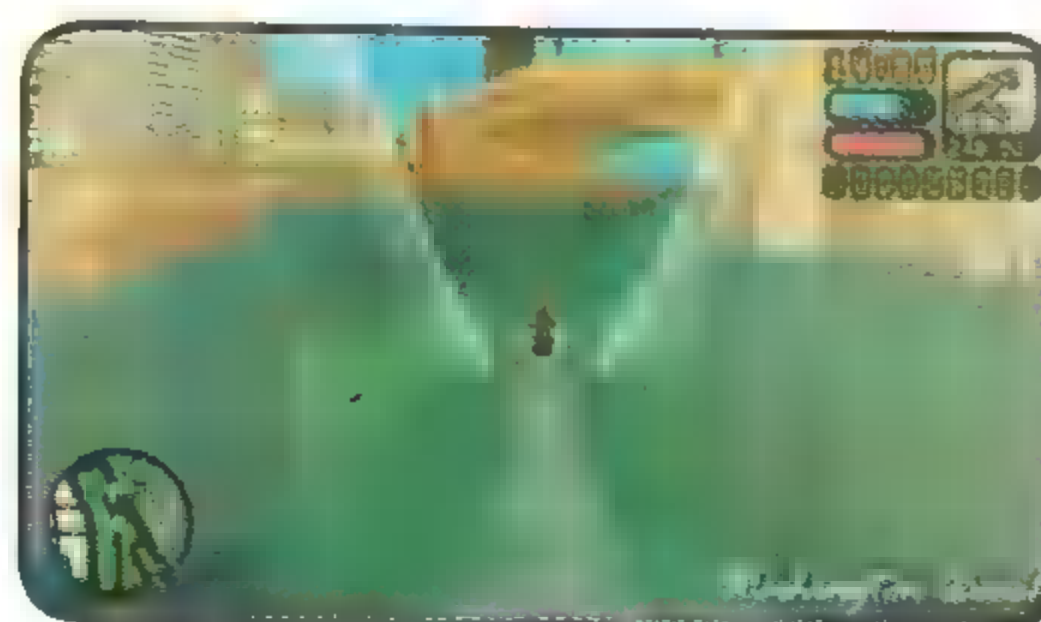
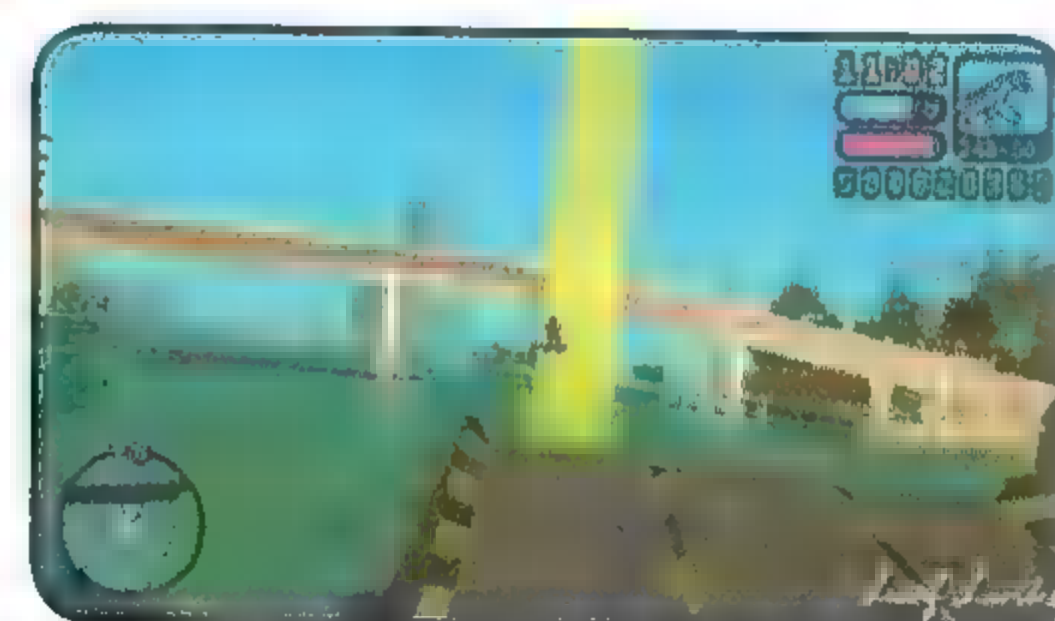
## COURSE 8

**Target Time: 6:30**

**Laps: 3**



You begin this course facing north near the bridge from Little Haiti to Vice Point. It's similar to Course 6, except you race in the opposite direction. You will go around Leaf Links and Vice Point Island in a clockwise direction. There are also about four more checkpoints this time than there were in Course 6.



Most of the same trouble spots are present in this one, only your approach is from the opposite direction. This course will seem hauntingly familiar, though. There's more than enough time to get the best time, even if you fall off your Jet Ski a couple times.

Finish this course and you win \$2500. You also now get to wear the Wetsuit worn during this challenge any time you want!





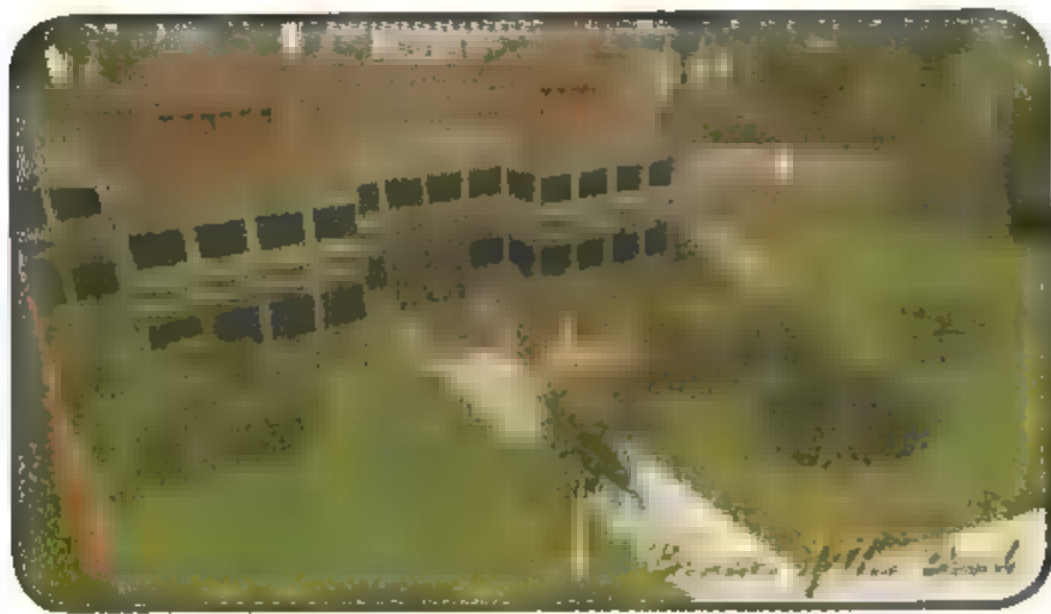


## LANCE VANCE

### BRAWN OF THE DEAD

#### Overview:

You visit Lance at his new home in Ocean Beach and he's sporting a new look... well, his old one—from Grand Theft Auto: Vice City. He's decked out in his flashy, pastel suit. While Lance moves narcotics around the house, you call Martinez to gloat over your possession of his drugs. However, he's got surprising news of his own. Martinez says he was the middleman and that the drugs actually belong to the Mendez brothers. Martinez is turning state's evidence, which is going to put you in a lot of hot water. However, Lance has it all figured out: you'll sell the drugs and pay off the feds. He's even got a buyer lined up...



#### Objectives:

- Go to the mall.
- Keep the gore meter from emptying by shooting zombies.
- Use a Katana to keep the zombies out of the music store.
- Take Lance back to his beach house.

**Reward: \$850**

A. START/FINISH (LANCE'S PLACE)

B. MALL



#### TIPS

#### VICE POINT MALL

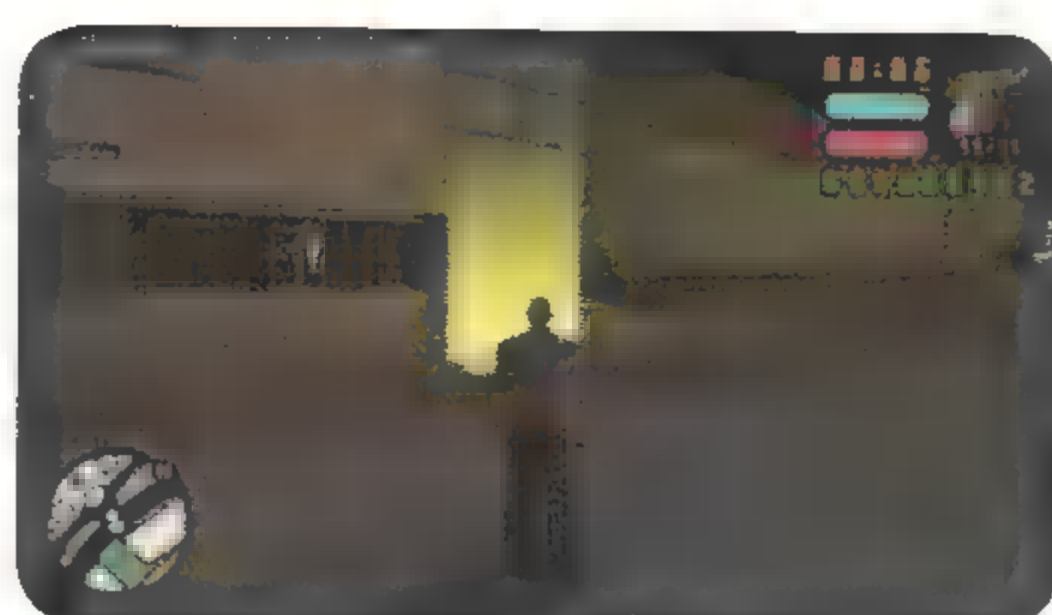
Jump into Lance's Infernus parked in his garage and allow him to enter before you tear off. Head all the way north to the Vice Point Mall. The buyer is a movie director. He's shooting a film in the mall, which can only be shot at night. Get there before day breaks. The mission begins at 21:00 (9:00 pm), so you have plenty of time to get there. If you parked a helicopter on Lance's helipad before the mission, then take to the air to reach the mall. You can find a helicopter on the rooftop of Washington Beach Police Station. Enter the mall by stepping into the yellow mission marker that appears at the east entrance.





## SPITZ FILMS

You meet director Spitz inside the mall. He's the one purchasing your drugs. Spitz is a busy man. He's got to finish the film before the mall opens. Lance needs to talk business with the director, but Spitz needs a stuntman for his shoot. Job opening!




## ZOMBIE SCENE

You must fill the gore meter by shooting zombies. It slowly empties over time, but drains faster if any of the zombies get too close to your booth. Don't let the gore meter empty before the timer expires.

You stand inside a kiosk with a female actor and zombies closing in on you from all directions around the kiosk. You are both armed with shotguns with unlimited ammo. Target and shoot. That's all you have to do, but do it quickly and keep an eye out all around the booth to prevent the zombies from getting too close. They do not appear on the radar, so you must keep looking around and shooting the closest ones.



When you hold  and the R button together, you shoot once and the dead zombie remains targeted. If you scroll to the next target while keeping these buttons pressed, you automatically fire another round. So you're actually shooting rounds by selecting the next target, not by pressing the fire button again. This is always true when using the shotgun in this manner. It's a quick way to fire it in rapid succession. Use this tactic to keep the zombies back.

## HACK AND SLASH SCENE

In this scene, the zombies are attacking the record store and you must prevent any from entering. You stand in the doorway of Vinyl Countdown with a katana in hand—your only weapon. You must hack and slash to keep the zombies away. One slash will kill a single zombie. It's better not to target-select when you're facing a crowd of zombies. This increases your chances of slashing two or three with one swing.



Use target-select when you need to quickly finish a zombie. This scene is tougher than the previous one. Once you have cleared an area in front of the door, venture out just a little further for preemptive attacks on the advancing zombies, then run back to get any possible zombies coming from another direction.

## TAKE LANCE BACK TO HIS APARTMENT

When this stunt job is complete, jump into a vehicle and follow the yellow blip back to Lance's beach house. Once inside, you discover that your mom took the drugs and split. This leaves the two of you in even deeper trouble with the Mendez brothers.

## PAGER MESSAGE

You receive a message from Spitz after completing this mission. He says if you want to film "Snow-white," see Reni at the Film Studio. This opens the Reni Wassulmaier mission strand on Prawn Island.

## Pastel Suit

That lovely Pastel Suit that Lance is famous for is now available (a chartreuse version) in all safe house wardrobes.





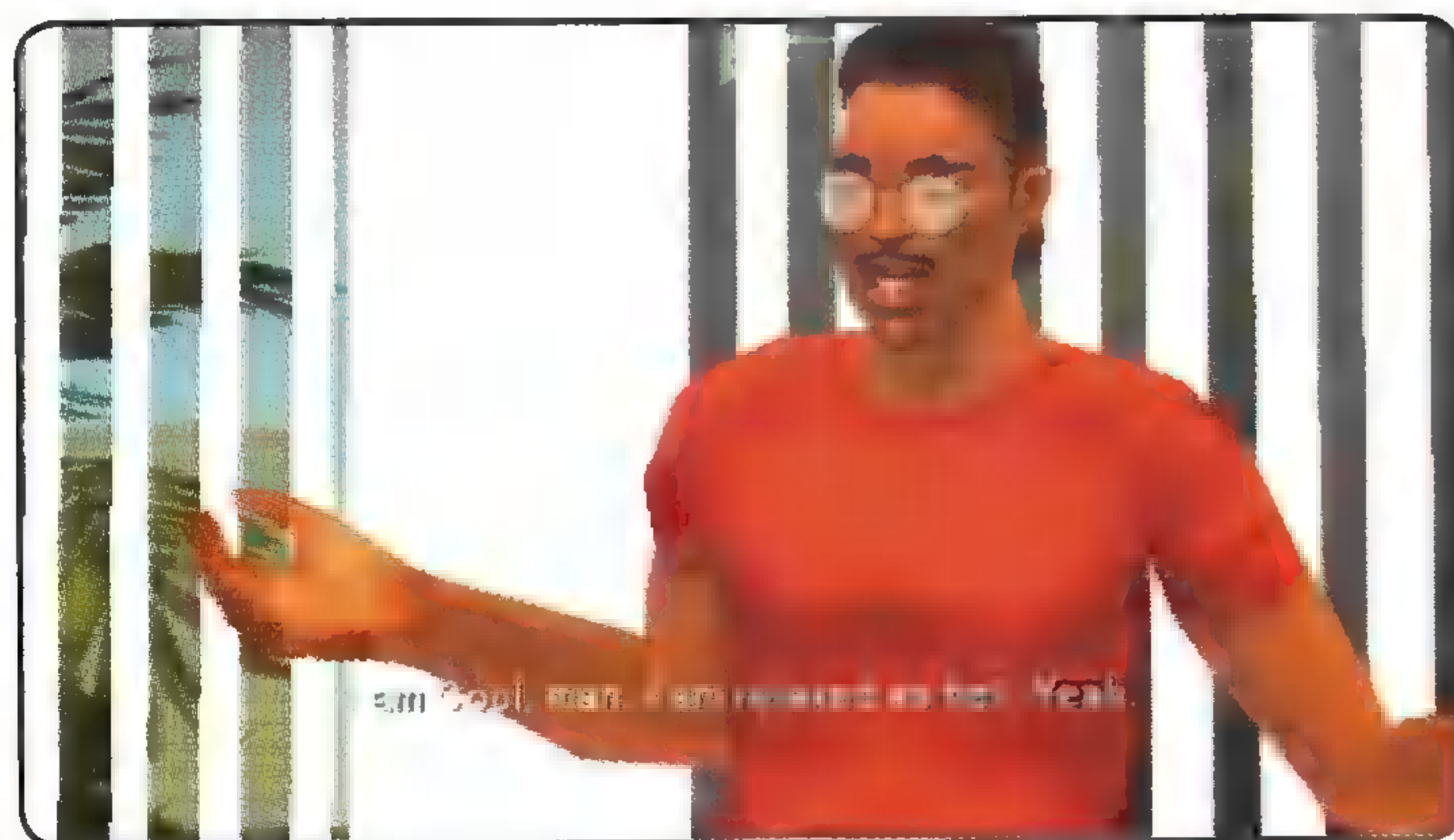
## BLITZKRIEG



- A. START (LANCE'S PLACE)  
B. POSSIBLE EMPIRE SITE  
(MARTY'S LOAN SHARK BIZ)

### Overview:

The Mendez brothers are furious with Vic and Lance for stealing their coke and putting the boot in their operation. They attack you where it hurts most—your Empire. You only have time to defend one site.



### Notes:

You must have at least five Empire sites to play this mission. The mission marker appears outside of Lance's house, but if you do not have the requisite number of sites, you'll see an alternate cinematic where Lance tells you to get busy with your Empire. You exit the house without the mission engaged. You don't have to participate in any of the Empire missions, just take over five businesses and purchase them to make this mission available.

### Objectives:

- ▶ Help Lance defend your Empire site.

**Reward: \$500**



## TIPS

### DEFEND THE EMPIRE SITE

Lance has driven off to your nearest Empire site, which is under attack. If you haven't taken over any nearby sites on this island, then the closest one could likely be one of your first—Marty's loan shark business on the other island. Follow the yellow blip to the site under attack.



Lance's health meter appears on screen when you get close to the Empire site that's under attack. If this meter empties, Lance will die and the mission is failed. Also, if you do not reach the area 10 seconds after receiving the first

warning to get there, the mission is failed.



The fight to defend the Empire site is a lengthy battle. Members of your own gang and Mendez's goons appear continually. At certain points in the battle, more heavily armed enemies arrive in cars. When a sufficient number

of the Mendez goons is dead, the mission is complete.

As soon as you arrive, you should drive right over the enemies with the pink arrows over their heads, taking out multiple goons in one pass. Avoid running over Lance or your own soldiers who are helping defend the site. Keep running over enemies until your car is billowing black smoke from bullet holes.



Enemies sneak up from all directions. Keep an eye on the radar—they appear as red blips. Also be sure to pick up dropped weapons and money. Enter enemy vehicles (if they aren't badly damaged) and use them to perform drive-bys. Cars offer temporary protection and keep your armor and health at comfortable levels.



## TIGER MESSAGE

Mendez pages you after defending your site. He says that he believes now that they now have mutual interests and that you should come see them. This opens the Mendez Brothers mission strand.

## Mission Strand Availability

At this point in the game, Lance's missions cannot be continued until you complete the Mendez brothers' mission, "Hostile Takeover." However, the Mendez brothers have missions available, and possibly Reni if you have not started his missions yet.



## TURN ON, TUNE IN, BUG OUT

### Overview:

The DEA has bugged Lance's house and probably all of your businesses.

You are set to debug the sites when Lance convinces you that it'll take too long. He suggests you knock out all the police antennas to solve the problem quicker.



### Objectives:

- Go to Ammu-Nation if you don't already have a rocket launcher.
- Pick up the free rocket launcher.
- Destroy the antenna on the Washington Beach police station roof.
- Destroy the Little Havana police station rooftop antennas.
- Destroy the Downtown police station rooftop antennas.
- Reduce your Wanted Level to zero.

**Reward: \$300**

- A. START (LANCE'S PLACE)
- B. AMMU-NATION
- C. WASHINGTON BEACH POLICE STATION
- D. LITTLE HAVANA POLICE STATION
- E. POLICE BRIBES
- F. DOWNTOWN POLICE STATION

### TIPS

#### GET A ROCKET LAUNCHER

If you don't have a rocket launcher before this mission starts, then your first objective is to pick one up at the nearby Ammu-Nation. We suggest claiming the one on Starfish Island before taking this mission. The free one gives you 10 shells as opposed to the eight you get from the rocket launcher at Ammu-Nation. You can also destroy the antenna with grenades, but helicopters are tough to destroy with these.



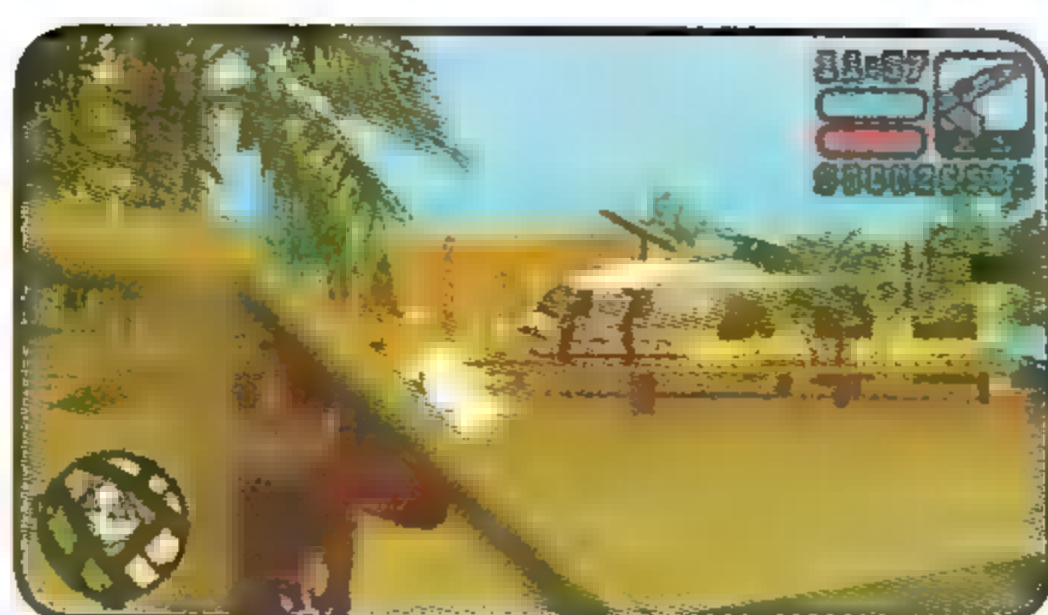
#### DESTROY THE WASHINGTON BEACH POLICE STATION ROOFTOP ANTENNAS

The antennas on the three police station rooftops in Vice City are steadily collecting evidence against you from bugs placed in your businesses. If the on-screen evidence meter fills completely, then the mission is failed. So, this mission is more or less timed. However, for every antenna you destroy, it takes the DEA longer to collect evidence, thereby slowing the evidence meter. The quicker you take them out, the more time you have to destroy the final two antennas Downtown, which are the toughest because of all of the SWAT officers defending them.





Follow the red blip to the Washington Beach Police Station, then climb the stairs in the back to the rooftop. The two cops up there do not fire until you do, so use an assault rifle to quickly gun them down before they have a chance to fire back. There's mission specific Armor on the rooftop if you need it, as well as a permanent laser sniper rifle on the platform near the helicopter.



## DESTROY THE DOWNTOWN POLICE STATION ROOFTOP ANTENNAS



This is when you're glad you bought our strategy guide. Lower your Wanted Level to make things easier when you reach the Downtown police station. It won't get rid of the SWAT guys waiting for you on the next

rooftop, but it does make them less violent and gets rid of their air support, and *that* makes the next task much more manageable. So, drop down on Police Bribes in the areas "on your way" Downtown—(E) call-outs on our mission map. Placing markers on your map helps you find these areas quickly.



Use the rocket launcher to destroy the two antennas (red blips on the radar). Aim at the base of the antennas from a distance to avoid missing the target or taking damage from the blast. As soon as you shoot

the cops, you receive a two-badge Wanted Level. This is only a setback once you reach the next police station.

## DESTROY THE LITTLE HAVANA POLICE STATION ROOFTOP ANTENNAS

Pilot the helicopter from the Washington Beach police station rooftop. Fly toward the Little Havana police station to the west, then quickly land the helicopter on the rooftop and shoot a rocket at the police chopper that appears. This helicopter has a couple of cops on its skids who fire high caliber rounds at you.



Destroying the helicopter quickly keeps your health and armor from being drained and, surprisingly, doesn't even raise the Wanted Level. Rocketing the two antennas on the rooftop, however, does. Regardless, it must be done—quickly destroy them both. The evidence meter should be around half full by now, but it will fill more slowly with only two antennas remaining. You now have a four-badge Wanted Level.



Land in the Little Haiti Print Works lot. Sprint into the cut-through with the Police Bribe in it. Grab it, then get back in the chopper.



Drop down onto the Police Bribe in the back of the hotel construction site downtown, then fly north just over the Downtown Police Station and drop down on the Police Bribe on the large patio. Fly to the Downtown Police Station helipad—next door. The single badge that remains after lowering your Wanted Level may have time to fade to nothing before you reach the police station.



## DOWNTOWN POLICE STATION ROOFTOP BATTLE

If you didn't get the Wanted Level down, all of the rooftop SWAT officers would fire at you on sight (in flight). As it is, the guy on the helipad will still fire on you, but usually only when you exit the helicopter. Keep the fight away from your helicopter so it doesn't get destroyed in the crossfire. Quickly gun him down as you exit the helicopter. Run to the west side of the helipad, then target and shoot the SWAT officers on the next rooftop with an assault rifle. There are three more in that direction: one on the AK47 platform and two others on either side of it.







From the helipad, walk to the northwest edge and use the rocket launcher to destroy the north antenna on the level below, then use a long-range shot to hit the antenna on the AK47 platform. Shooting them both from the helipad avoids a possible shootout with a SWAT officer on the rooftop below the helipad. Shooting the last of the antennas gives you the largest Wanted Level possible—six badges!



## REDUCE YOUR WANTED LEVEL TO ZERO

You need to get in your helicopter and take off before the SWAT team arrives in a helicopter and zip lines down to the rooftop. Use a similar tactic as before to reduce your Wanted Level. Instead of finding five more Police Bribes and letting the last badge fade, try this: Drop down on the Police Bribe in Viceport, in the alley just north of your safe house.



Then drop onto the Police Bribe at the airport (on that shortcut dirt mound).



Next, hover around the Pay 'n' Spray in the docks area until you see a car you can jack that is not surrounded by police cars. Land it, jack it, and spray it. There is usually a truck parked on the east side of Pay 'n' Spray. If it's there, jack it and paint it; this is safer than taking an occupied vehicle. Mission complete. If you have difficulty doing that, seek out Police Bribes on the other island that you can use to erase your Wanted Level.



## PAGER MESSAGE

Reni pages you after you complete this mission. He says he knows some lucrative contacts that may be able to help you with your overstocked drug problem. This reopens the Reni W. mission strand.

## Mission Availability

Lance's mission strand is temporarily unavailable upon completion of this mission. You cannot continue Lance's missions until after completing Gonzalez' mission, "Home's on the Range."



## TAKING THE FALL

### Overview:

You catch your brother on the phone with a lady, who he mysteriously claims is his accountant. He then tells you that the coke is disappearing. Someone is helping themselves to the stash. Mendez was freaking out, so Lance told him they would take care of it. Lance blames the bikers for stealing the coke. No evidence... he just "knows."



### Notes:

This mission is available after completing Gonzalez's mission, "Home's on the Range."

### Objectives:

- ▶ Take Lance in the helicopter to kill the bikers.
- ▶ Kill the bikers at the hotel.
- ▶ Fight your way through the bikers to save Lance.

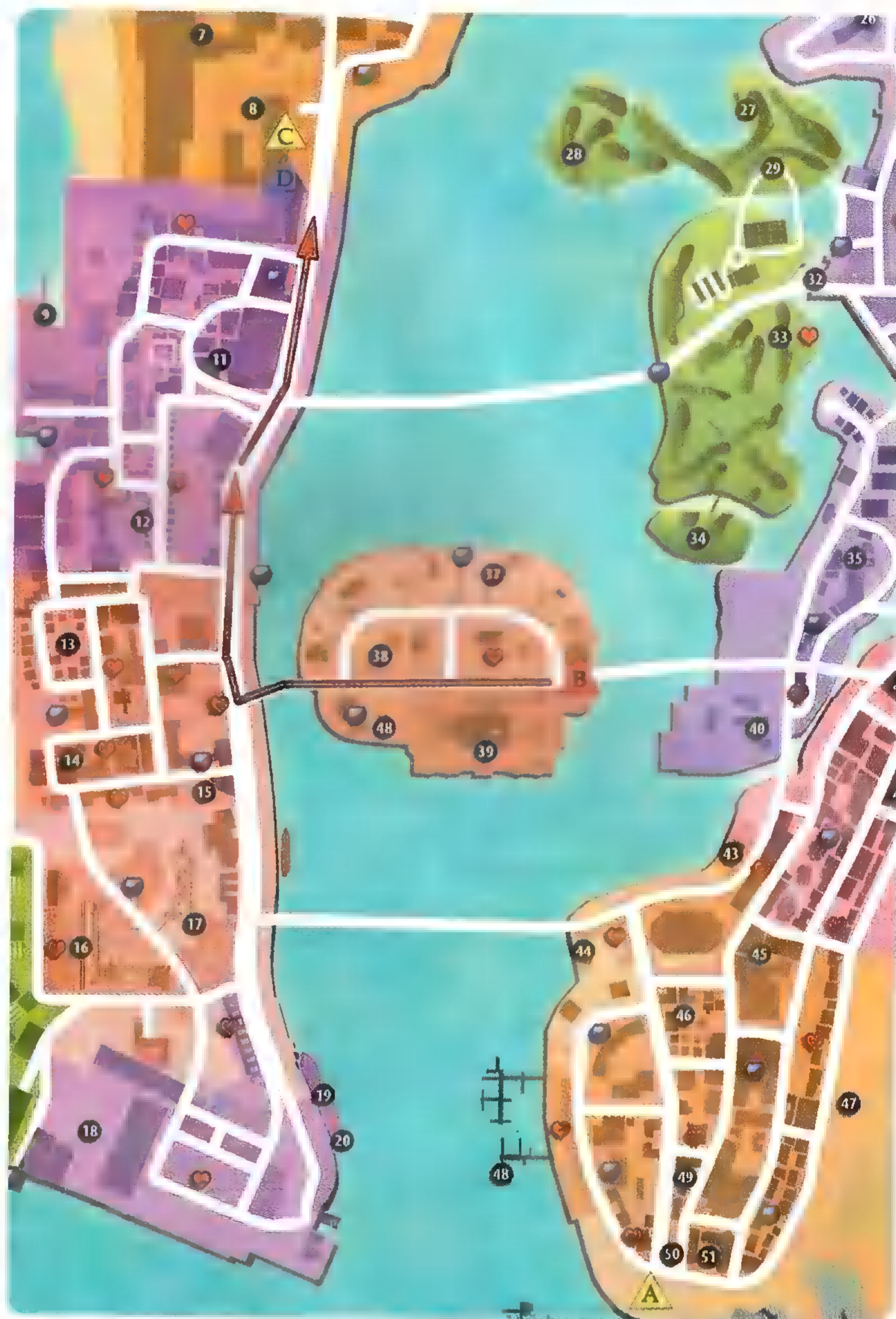
### Reward: \$300

- |                          |                     |
|--------------------------|---------------------|
| A. START (LANCE'S PLACE) | C. HOTEL            |
| B. BIKERS START HERE     | D. LANCE ON ROOFTOP |
| RED LINE: BIKERS' ROUTE  |                     |

### TIPS

### APOCALYPSE LATER

As you take off in Lance's helicopter, two meters appear on screen: Damage and Balance. Lance's firing accuracy is dependant on the balance of the helicopter. The higher the balance meter, the better Lance's shooting becomes. The balance meter is in direct sync to the lateral position of the helicopter. If you are tilted too far forward or backward, the balance meter will completely drain. So, you must keep a slightly forward tilt to maintain forward motion while keeping enough balance so that Lance can still shoot accurately. Try to fly somewhat low to the targets.



The bikers are indicated by red blips on the radar and map. They first appear at the east entrance to Starfish Island. If the helicopter is damaged too much, it will explode and the mission will fail. Fly behind the last biker in the line and work your way forward as Lance guns them down. The remaining bikers in the group can be caught on Bayshore Avenue, headed for Downtown. Take 'em out.





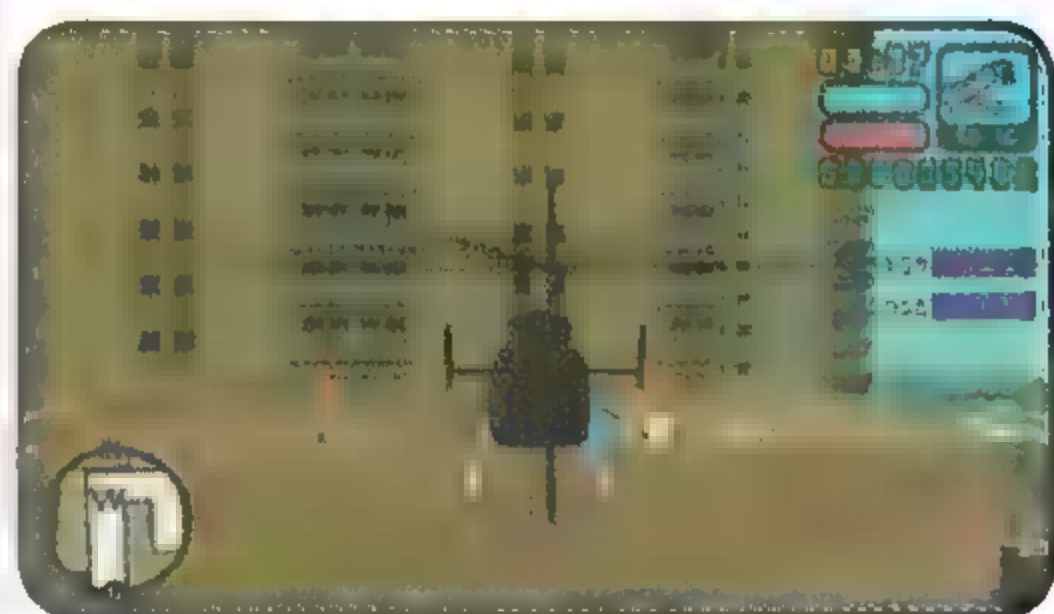


## HOTEL BIKERS

The next group of bikers appears around the hotel construction site just before the Downtown area. Begin by lowering the helicopter near the two bikers on the north end of the hotel construction site. They stand atop the construction trailers. Point Lance at them and he'll take them out. Then move south along the west side of the hotel, moving toward the red blips on the radar. You'll spot two bikers in an open area on a lower floor balcony. Bring the helicopter down a bit so that Lance can take them out.



## HOTEL ROOFTOP



After defeating the bikers on the ground and lower levels, you receive an objective to get the bikers on the rooftop. Ascend toward the red blips. Maneuver around the area until Lance has pegged all targets and a

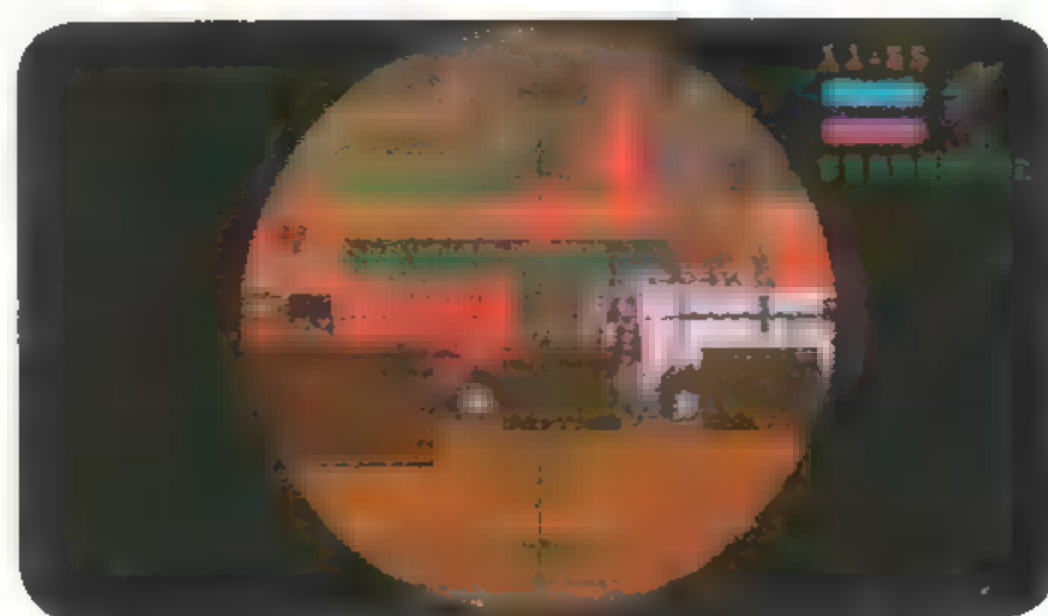
cinematic plays. A biker downs the chopper and you crash land in front of the hotel.

## SAVE LANCE



You're separated from Lance after the helicopter crash. He bailed out on the rooftop, but now the bikers have taken him hostage. You landed at the front of the hotel, so work your way around to the back where the

bikers are. Begin by using a sniper rifle at long-range to clear out most of the bikers in the construction site behind the hotel.



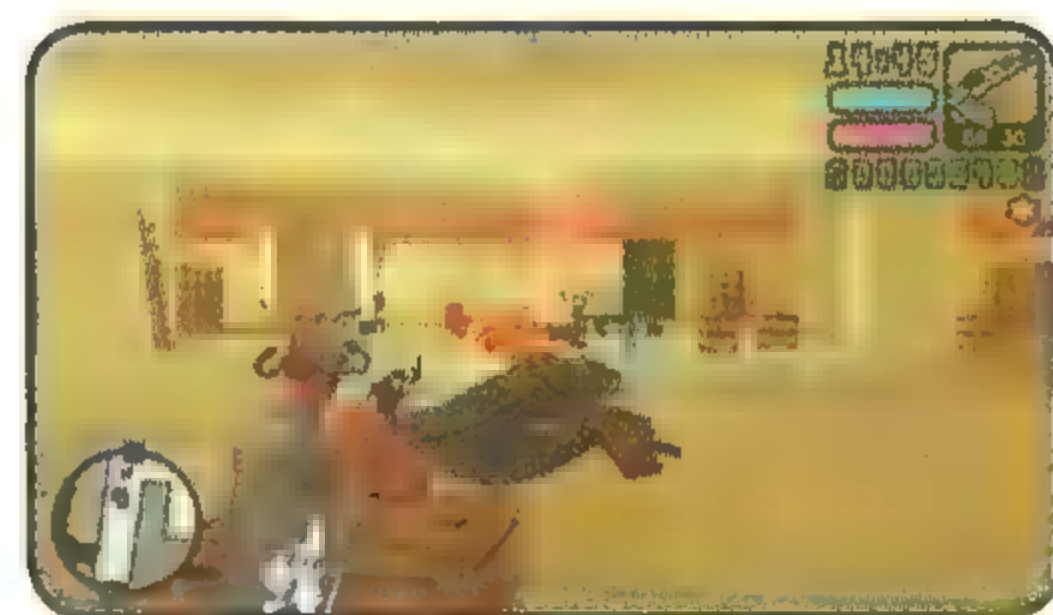
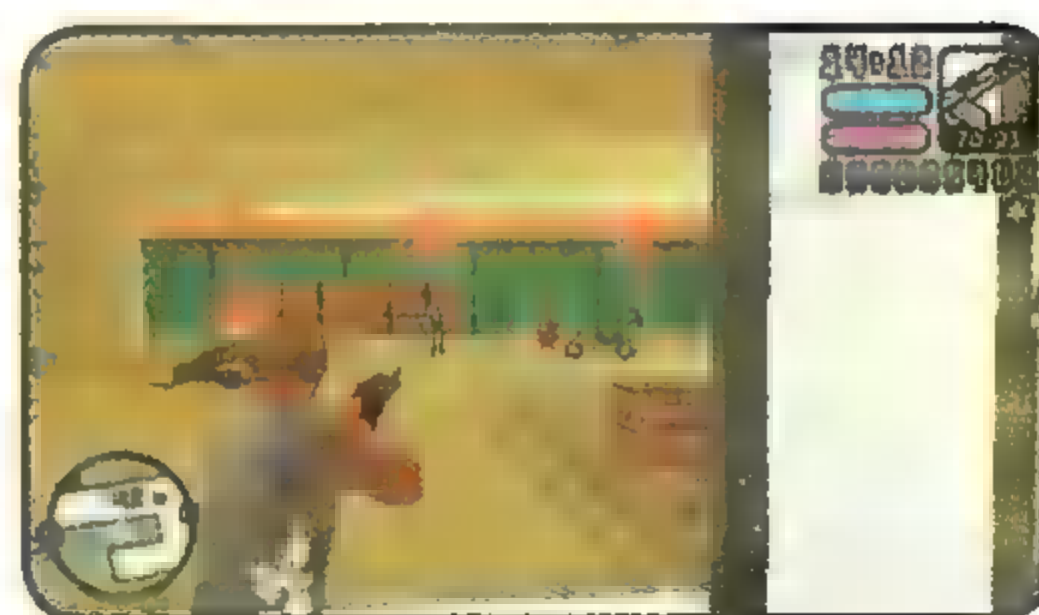
Stand in a position out of the bikers' range and pop every one you can see. Keep moving into locations that afford a clear shot. Some bikers can be spotted on an exterior balcony. Once you've cleared them all, you receive an objective to go up the ramps between the scaffolding and hotel to find Lance.

## RAMPS AND SCAFFOLDING

Follow the blue blip on the radar to the southernmost end of the yard and you'll find a wooden ramp that leads to the first floor of the hotel. Climb it and all the scaffolding ramps that follow. There's a room full of bikers at the top. Select an assault rifle and reveal just enough of the interior room to shoot a couple of bikers at a time. Using the entry wall for cover keeps you safe from all their attacks at once.



Shoot the explosive barrel near the parked motorcycle to take out three at once. Move into the room one step at a time and continue targeting and shooting bikers in view. There are Molotovs located on the left side of the room, but the ceiling is too low to throw them at the distance you need. There's another explosive barrel near the group on the right side of the room. Once all the bikers are dead, turn your attention to finding Lance.



## FIND LANCE

Follow the blue blip on the radar to the right side of the room. As you approach the green door, Lance rides out on a motorcycle. He claims the coke is gone and blames it on the bikers again. And, once again, he leaves you behind without offering a ride.



## PAGER MESSAGE

Mendez pages you after completing this mission. He claims that the product is still missing. He wants you to resolve the situation.



## WHITE LIES

**Overview:**

You catch Lance partying alone with the coke. You've now stumbled on the cause of the disappearing drugs. Things get worse... Louise is caught with Lance. They were keeping a dark, little secret from you, but claim they just do drugs together and nothing else. The argument erupts to the point that Lance goes nuts and wants to give all the drugs away.

**Objectives:**

- Follow Lance's helicopter while driving the hovercraft.
- Collect the packages Lance drops from the helicopter.

**Reward: \$1,500**



A. START (LANCE'S PLACE)

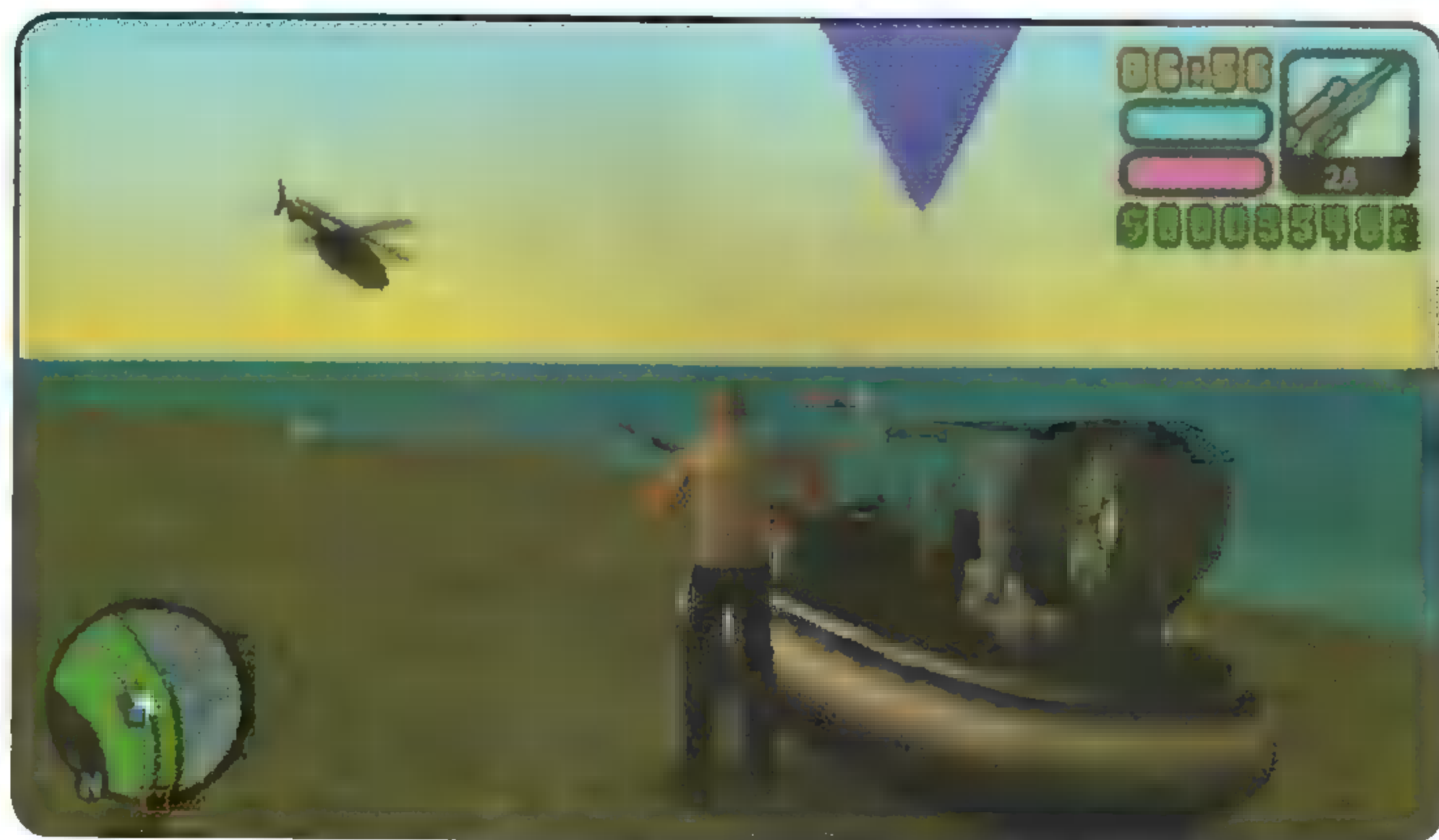
B. HOVERCRAFT

C. CHASE HELICOPTER AND PICK UP PACKAGES IN THIS AREA

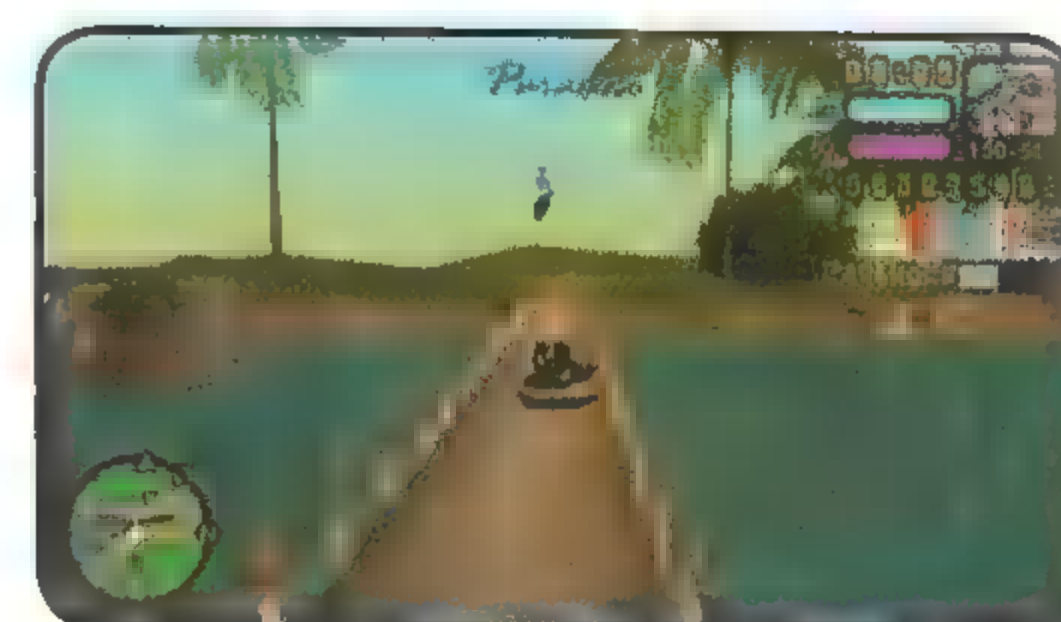
## TIPS

## PACKAGE PICK UP

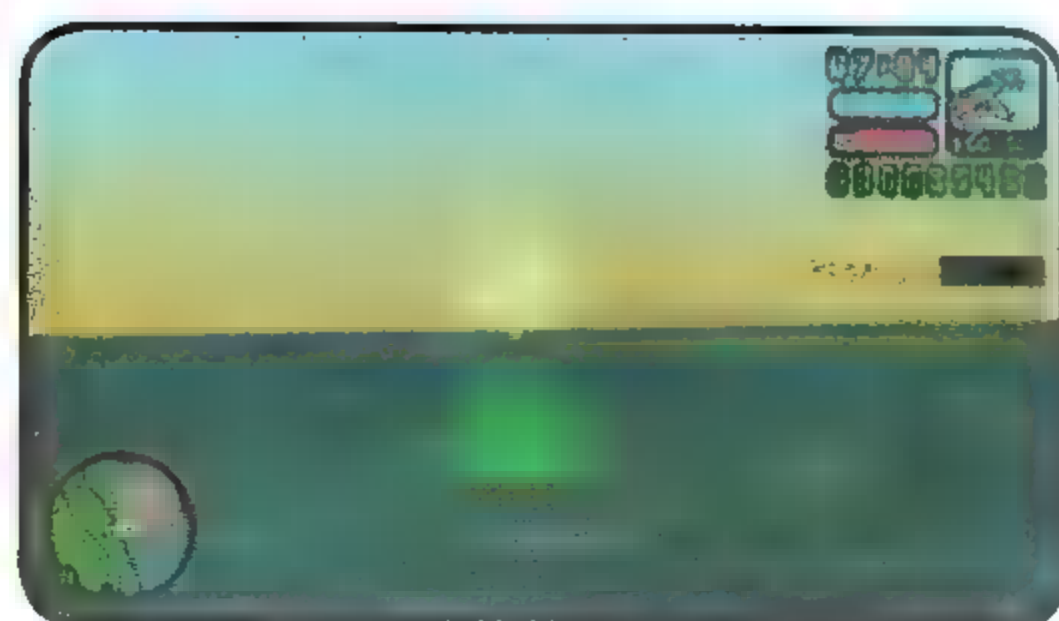
Use the nearby hovercraft to follow Lance and his erratic flight as he throws packages of drugs from the helicopter. He tosses a total of 30, and you must collect 25 of them to pass the mission.



The other tricky part is navigating the hovercraft. It's a great vehicle; nothing else allows you to traverse both land and sea. However, it has its drawbacks. The absence of wheels makes controlling it feel like riding a snowboard. You can drift from side to side, back and forth. There's nothing to grip the ground. Mastering the controls is a practiced art. Just remember that a little steering adjustment goes a long way. It reacts slowly to your commands, which makes you overcompensate. Make small turning adjustments.



The drugs do not remain visible very long. Once they hit the ground, they're just moments away from disappearing. If too many fade away in the beginning, you fail the mission, because there won't be enough remaining for you to complete the challenge.



The closer you can follow Lance, the better. This keeps the packages close, thereby giving them less chance to fade. The packages appear as green blips on the radar and they have green arrows over them.





The toughest part of this mission is navigating across the pier and the small lighthouse bridge. Once you're lined up and on these structures, half the challenge is beat.



## PICTURE MESSAGE

Jerry Martinez pages you after this mission. He says he's back in town and warns you that he will be paying Louise a visit.

## WHERE IT HURTS MOST

### Overview:

Thinking the two of you are still an item and frustrated by your success, Martinez goes after Louise, who initially phones you to tell you she thinks she's being followed. She's under the impression that it's over between you two because of the incident with Lance. She hangs up after telling you she'll try to handle Martinez's goons on her own. Lance is passed out on the couch and is no help... as usual. You set off to find Louise.



### Objectives:

- Go to the King Knuts burger bar.
- Find the car that Louise is in before she dies.
- Take Louise to the hospital.

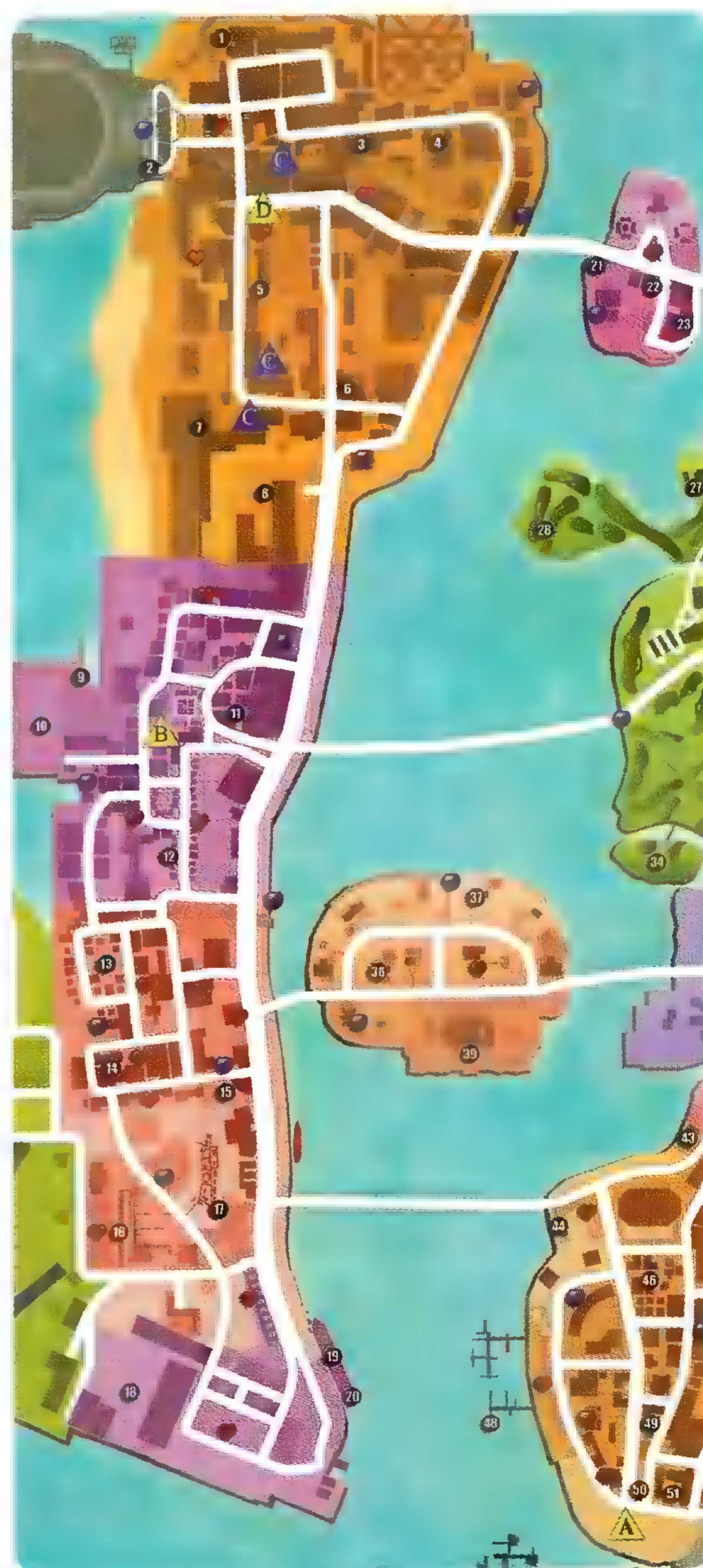
**Reward: \$500**

- A. START (LANCE'S PLACE)
- B. KING KNUTS
- C. THREE ENEMY CARS (ONE HOLDS LOUISE)
- D. DOWNTOWN HOSPITAL

## TIPS

### LITTLE HAITI KING KNUTS

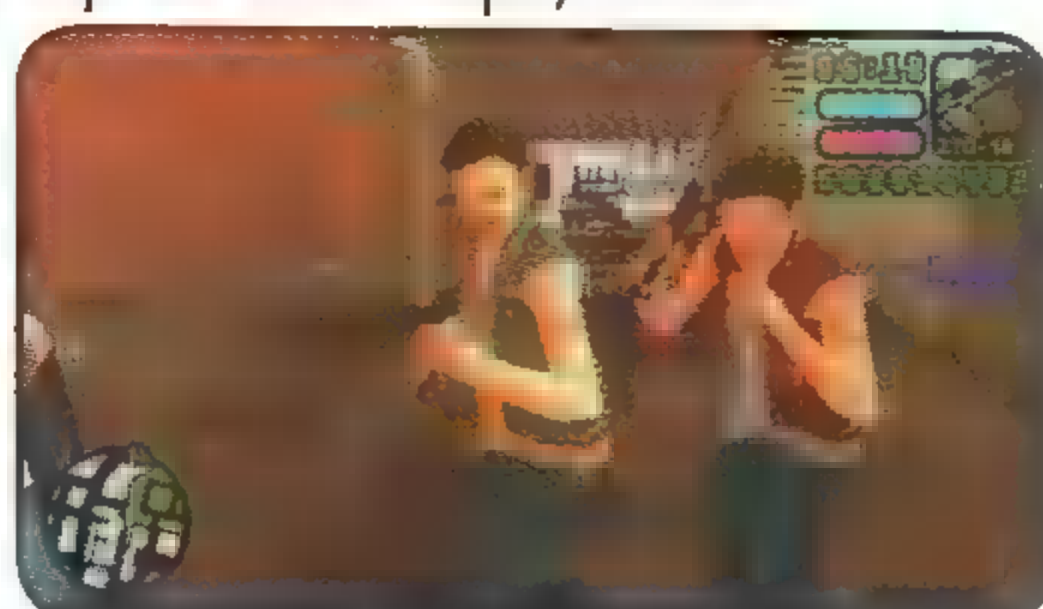
Take Lance's Infernus to the King Knuts in Little Haiti by following the yellow blip. Pull into the yellow marker beside the restaurant. Louise yells from a passing car and a few hillbillies pull up in pickup trucks. Shoot them.



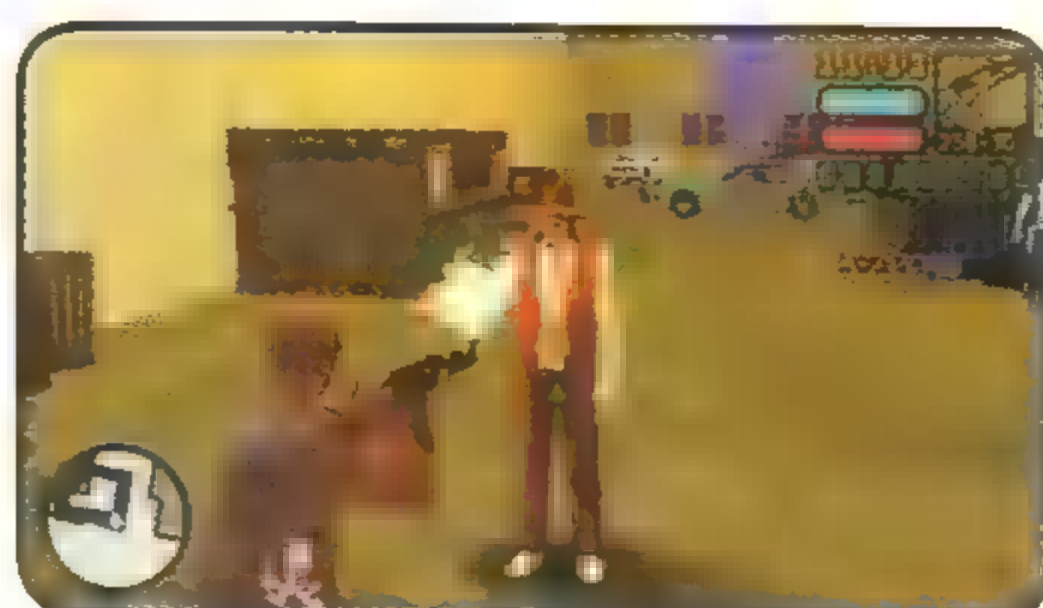


## FIND LOUISE BEFORE SHE DIES.

The Hillbillies were just a diversion. Louise's health meter appears on screen. If it drains, she dies and the mission is failed. Three vehicles appear on the radar and map as blue blips, which appear in different locations Downtown. Louise is in one of those vehicles... and that's about all we can tell you because her location is random.



However, we can tell you that the three vehicle locations are always the same, and the vehicle that Louise is in is *always* random. She will never be located at the first of the three locations that you visit, only at either of the second or third locations.



## SEARCH STRATEGY



We suggest you take the chance and check on the two closest locations first... what have you got to lose? The first one closest to you is behind the building on the corner south of the King Knuts Downtown. You need

only approach the vehicle with the blue arrow over it to find out if she's in there or not. A text message informs you either way. She won't be there, since it's your first stop. Just leave the hoodlums to themselves. No need to endanger yourself by confronting them. They'll shoot, but you can just drive on.

Head to the next location by following the blue blip. This is where we found her, but you might not be as lucky. You may need to head to the northernmost car location, in the alleys north of the hospital.



An Armor power-up appears where Louise is located. Once you've found her and shot the kidnappers, you discover she's badly injured and must be taken to the hospital.

## TAKE LOUISE TO THE HOSPITAL

Louise is too badly injured to exit the car she's in, so hop in and follow the yellow blip to the Downtown hospital. If this car is destroyed, the mission is failed. Fortunately, you meet no resistance on your short trip to the hospital. However, Louise's health is still degrading and you must get her there before her health meter empties. Race to the hospital and pull into the marker to complete the mission.



## PRICIER MESSAGE

Martinez pages you after you save Louise's life, threatening to visit her again.

## Mission Availability

There are no more Lance missions available until after you complete the Mendez brothers' mission, "Burning Bridges."





## BLITZKRIEG STRIKES AGAIN

### Overview:

When you show up at Lance's, Phil Cassidy is there playing with firearms in the living room. That guy's going to lose a limb one of these days...

Umberto shows up with Lance, who finally did something right. He's invited your true friends to help you fight the Mendez brothers.



### Objectives:

- Three Empire sites are under attack. Take Lance to defend one at a time.

**Reward: \$700**



A. START (LANCE'S PLACE)

NOTE: THIS MISSION CALLS FOR YOU TO DEFEND YOUR THREE CLOSEST EMPIRE SITES, SO OUR MAP CANNOT SHOW YOU THE SPECIFIC LOCATIONS, SINCE YOU COULD HAVE MANY EMPIRE SITES BY THIS POINT IN THE GAME.

## TIPS

### EMPIRE STRIKES BACK

Three of your closest Empires are under attack. The objective to protect them appears one at a time. At each site, fend off a number of Mendez's goons. Occasionally, more goons arrive in cars as you battle.

Each of the three Empire sites features a longer battle than the previous one. Once the third Empire site is successfully defended, the mission is complete. The mission is failed if Lance dies. Use the same tactics you used during "Blitzkrieg."



Making this mission tougher than the last "Blitzkrieg" is the addition of the time challenge and Lance's health meter that appears on the way to the first site to defend. You have 10 minutes to successfully defend all three sites under attack. You'll find that this is more than enough time if you are adequately strapped and armored.



## FINAL MESSAGE

Reni pages you after completing this mission. He gets all silly in his message, but really wants to see you. This reopens Reni's mission strand.



## LOST AND FOUND

### Overview:

Louise is due to leave the hospital soon, but you hear from Lance that Martinez plans to visit her again. Lance is more concerned about furthering the business and says the hospital guards can handle it. You leave Lance to his business while you check on Louise.



### Objectives:

- Go to the Downtown hospital to pick up Louise.
- Take Louise to the helicopter.
- Rescue Lance from the burning building.
- Fly Lance over Martinez's boats so he can shoot the occupants.
- Drop Lance off onto the lead boat.
- Take Louise home.

**Reward: \$1,500**

- A. START (LANCE'S PLACE)
- B. DOWNTOWN HOSPITAL
- C. LANCE ON ROOFTOP
- D. MARTINEZ'S BOATS (PLUS ROUTE)
- E. LOUISE'S PLACE

### TIPS

#### RESCUE LOUISE

Take Lance's Infernus and follow the yellow blip to the Downtown hospital. In a cinematic, the lovers make up and you get a page from Lance. He's stuck in a burning building.



#### AIR AMBULANCE

During the cinematic you could see the roof access doorway marker behind the trees in the hospital courtyard. Enter this doorway to reach the top of the hospital. You and Louise then enter the Air Ambulance. Follow the blue blip on the radar to find Lance. The helicopter's damage meter appears on screen. If it empties, the helicopter is toast and the mission is failed.







## RESCUE LANCE

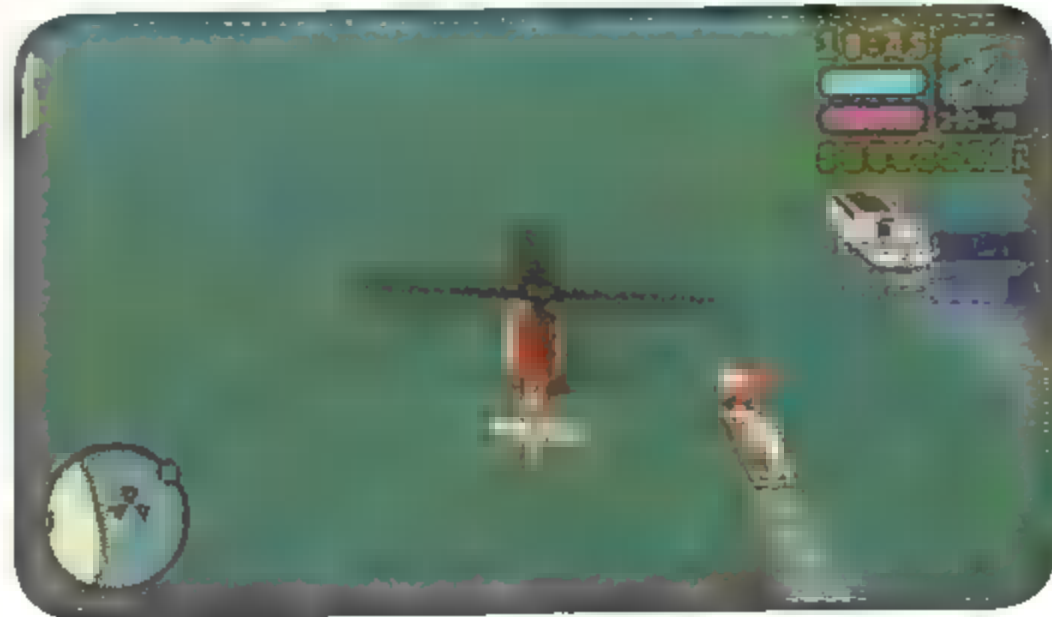
Lance is on top of a burning building in Vice Point. As soon as Louise spots him and the blue blip turns to yellow, you only have 30 seconds to land on the rooftop. Follow the yellow blip to the correct rooftop, then drop down into the yellow marker and allow Lance to board. Do not hit Lance or he will die. There is a Trip Skip that'll take you to the hospital if you kill Lance here.



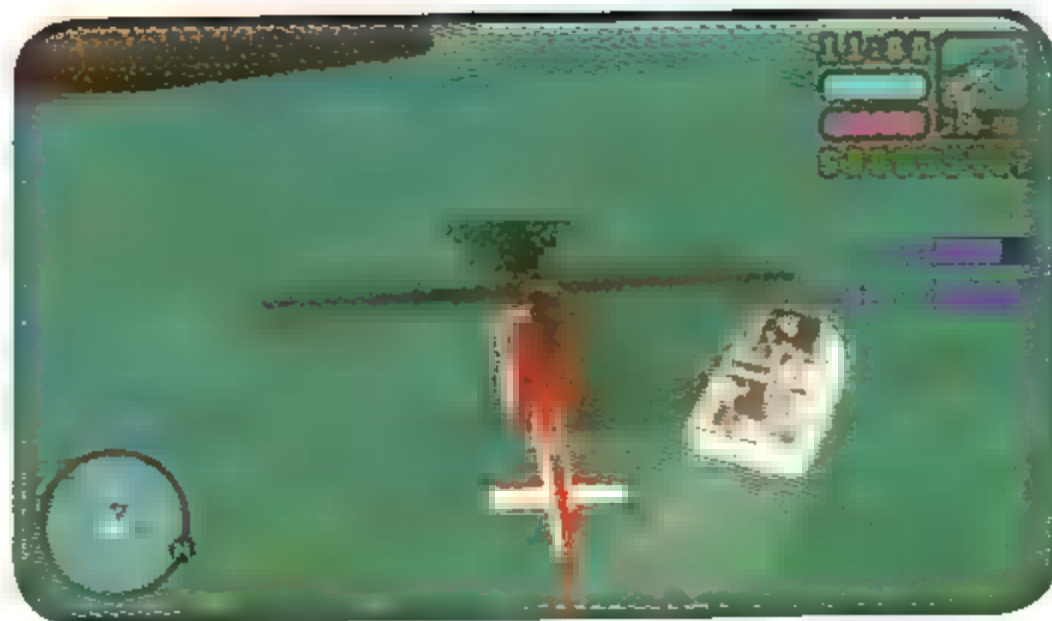
## MARTINEZ AMBUSH

Turns out that Martinez used Louise as bait to get you out of the way while he attacked Lance. He escaped—obviously—but Martinez did so with the stuff. They're headed out to sea.

Lance clings to the helicopter's skids and handles an AK47. Fly him out to sea to kill the occupants of three different boats. Follow the red blips on the radar to locate them. Once again, the balance meter comes into play as it did in "Taking the Fall." Your helicopter's damage is still a factor.

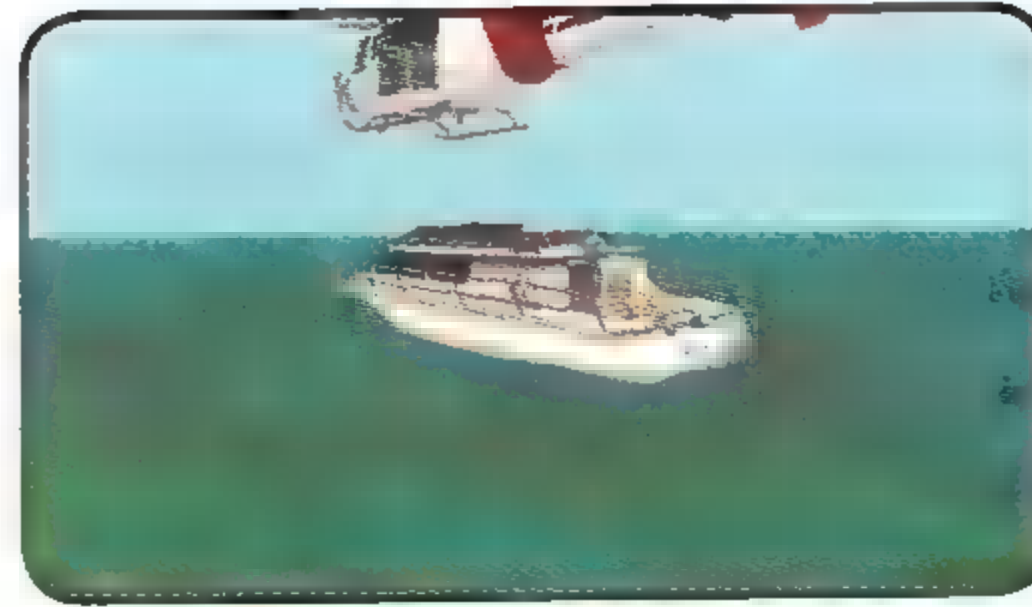


Fly low, attack from the rear of the convoy, and keep moving to avoid bullet damage. It's important to fly with Lance facing the targets or he will not shoot or hit them.



## HIJACK AT HIGH SEAS

Once Lance has eliminated all the occupants of the boats, lower him over the lead boat so he can board it and reclaim the money. Finally, you must take Louise home. Follow the yellow blip back to her sister's apartment and land in the yellow marker on the street median.



## PAGER MESSAGE

Martinez pages you after your success in thwarting his plans during this mission. He says you won't be so lucky next time.

## Mission Availability

There are no more Lance missions until you complete Reni's mission, "In The Air Tonight."



## LIGHT MY PYRE

### Overview:

You enter Lance's expecting to see Louise (her last page said she would meet you there). Instead, you run into Mary Beth, her sister, who frantically says Armando Mendez kidnapped Louise and wants you to leave Vice City or face the consequences. In addition to this, Mendez's henchman rockets Lance's prized Infernus as you rush off to save her. Enraged, Lance speeds off on the motorcycle he stole from the bikers to teach Mendez a lesson...



### Note:

This mission is not available until after you complete Reni's mission, "In The Air Tonight."

### Objectives:

- Destroy the attacking cars before they kill Lance.
- Find a way into the Mendez mansion.
- Kill Mendez!

**Reward: \$2,500**

A. START (LANCE'S PLACE)

BLUE LINE: LANCE'S ROUTE

B. MENDEZ MANSION







## TIPS

### PROTECT LANCE

Not surprisingly, Lance takes off on his bike to save Louise on his own, leaving you stranded once again. With both his Infernus and his bike gone, you must quickly find a vehicle to help Lance out. There's currently one vehicle attacking him as he rides north along the shoreline road. Lance appears as a blue blip and the enemy car as a red one. His health meter appears on screen; if it empties before he reaches the Mendez mansion on Prawn Island, the mission is failed.

Run out into the street and jack the first car that drives by, then race north up the shoreline road to chase after Lance. He's being attacked by a carload of Mendez's goons. Lance's on-screen health meter must not empty or the mission is failed. He stands a very good chance of making it to the mansion without your help, but taking out the first vehicle that attacks him improves his chance of survival. Every time you destroy an enemy car, a new one takes its place as you continue north toward the Mendez mansion. Once Lance safely reaches his destination, a cinematic plays of him pursuing Armando Mendez into the mansion.

### BACK DOOR MAN

Maybe Lance got inside with his wild rush, but you can find a better way. A good approach is to drive a car up the driveway of the estate to the west of the Mendez mansion. Be aware that there are many armed goons on the streets around the mansion. Find Armor at the movie studio and Health in the Mendez cul-de-sac. You need both before attempting this boss fight. Make sure to have an M16, AK47, or M249 before you enter the mansion. See our Weapons map near the beginning of this guide to locate the M249 in the Prawn Island open studio.

Drive up next to the wall that separates this estate from the Mendez's, then use the car as a platform to hop over the wall into the Mendez swimming pool area. You could also plow through the car-blocked driveway with your own vehicle. Follow the yellow blip to the back door just off the pool; it leads into the mansion's basement. Select your assault rifle or M249 before entering the mansion.

### KILL MENDEZ!

Vic enters and meets Armando, who tells you Louise and Lance "rest in peace" upstairs. He carries a flamethrower. If you try fighting fire with fire by arming Vic with a flamethrower, you'll soon discover that Armando is fireproof. Fun! The camera angle switches to a top-down view for the ensuing fight. Keep moving! Circle and shoot, or Armando will set you on fire with his weapon. Note the Health and Armor power-ups available in the room.

Eventually, a few of his goons join the fight. A nice tactic is to arc your circle around behind a goon, pause a second as Armando shoots flames, then run again as the fire toasts the goon. Keep getting in shots against Armando whenever you can. The best time to stop and shoot is immediately after you dodge his latest torrent of fire. Another good move is to set up to shoot in the opposite corner of the room from Armando, which is often just beyond his flamethrower's range. You can get in a few salvos while he runs closer to get back in range.

When Armando Mendez finally falls, watch the grim cinematic as Vic runs upstairs to find Louise and Lance.

### PAGER MESSAGE

Diaz applauds your work in a text message and notes there's still one Mendez left. But Diaz knows a way to smoke him out.

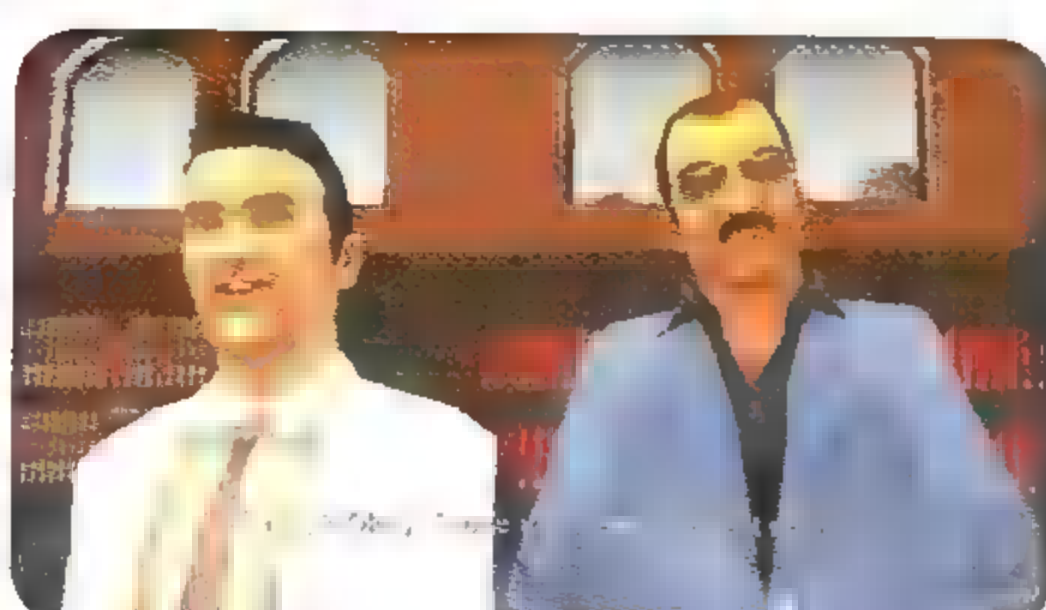


## ARMANDO AND DIEGO MENDEZ

### THE MUGSHOT LONGSHOT

#### Overview:

Follow the "M" icon on the map and radar to the mansion on Prawn Island. This is where you'll find the Mendez brothers. You and Lance have a meeting with them. They give you an option: either work with them or die. The Mendez brothers want someone to pay for their coke being taken—and they intend that to be you and Lance. To save yourselves, you must persuade them that the informant is inside their organization. Get photos of Martinez turning state's evidence, then use Forbes' ID to produce a false DEA ID card of Martinez.



#### Objectives:

- ▶ Go to the Washington Beach Police Station.
- ▶ Take a photo of Martinez and the DEA agent together.
- ▶ Follow Martinez and the DEA agent.
- ▶ Take a photo of Martinez on the boat for the photo ID.
- ▶ Go to Lances' to get Forbes' DEA ID card.
- ▶ Go to the Print Works.

**Reward: None**

- A. START (MENDEZ MANSION)
- B. WASHINGTON BEACH POLICE STATION
- BLUE LINE: MARTINEZ AND DEA AGENT'S ROUTE
- C. TAKE PHOTO OF MARTINEZ
- D. LANCE'S PLACE



#### TIPS

#### WASHINGTON BEACH POLICE STATION

There's always a Sentinel XS parked in the Mendez's driveway. This fast vehicle also handles well, so it's a good choice for the running around you'll be doing for them. Follow the yellow blip to the Washington Beach police station. Pull into the yellow marker in the street beside the station. In a cinematic, Martinez is seen being escorted out of the police station by a DEA agent.



#### TAKE A PHOTO OF MARTINEZ AND THE DEA AGENT TOGETHER

This is your opportunity to get a picture of Martinez with the DEA agent and make it look like he's a federal agent, even though he is now in the witness protection program. Drive to the yellow marker that appears on the sidewalk near the station. It's important to drive there, as you'll need a car quickly after finishing the next task.







A camera is automatically placed in your hands when you exit your vehicle. Zoom in quickly and get a shot of Martinez in the vehicle with the DEA agent. If you get too close before the photo is taken, they flee back inside the police station and the mission is failed.



## FOLLOW THAT CAR

Once the photo is successfully taken, Martinez and the agent drive toward the marina. You must follow them. If you get too far away or too close to them the mission is failed. They are indicated on the radar as a blue blip and a blue arrow appears over their car.



Follow them to the marina beside Lance's beach house. A cinematic shows them stopping at Pier 1. Martinez starts to complain about the small boat the DEA offered as a safe house.



## TAKE A PHOTO OF MARTINEZ

You need a photo of Martinez to use for the fake ID. Drive into the marina and follow the yellow blip to the Pier 1 entrance where the DEA agent parked. Exit your vehicle and step into the yellow marker. This is your photo vantage point. Remain in this spot. Zoom in to Martinez on the boat and snap the shot. If you get too close before the photo is taken, they sail away and the mission is failed.



## GO TO LANCES APARTMENT TO RETRIEVE FORBES' DEA ID

### FBI Car

Do not take the DEA's Cheetah. This is an FBI car and Pay 'n' Spray will not paint over a law enforcement vehicle.

Lance's house is next door, but you have a four-badge Wanted Level for interfering with the witness protection program. You can take the path from the docks to the sidewalk that passes between the shoreline and the west side of Lance's house. Or you can take care of your Wanted Level now by speeding to the nearby Pay 'n' Spray and then following the yellow blip to Lance's beach house. Simply enter the yellow marker at his front door (west side) to get the ID card, then head to the next objective...



## GO TO THE PRINT WORKS

If you played Grand Theft Auto: Vice City, then you probably remember that the Print Works is the large yellow building in Little Havana. Pull into the yellow marker to meet Lance. Lance puts together the phony ID and sticks you with the job of convincing the Mendez brothers that Jerry Martinez is a cop. Lance's only advice if it doesn't work is, "run." Lance leaves you hanging once again.





## HOSTILE TAKEOVER

### Overview:

The Mendez brothers are not happy. One of their businesses hasn't been making enough money. They want you to remedy this situation.

### Objectives:

- Get to the business site.
- Kill the bikers
- Kill the remaining bikers fleeing on motorbikes.

**Reward: \$1,000**



- A. START (MENDEZ MANSION)
- B. BIKERS' BUSINESS SITE
- RED LINE: BIKERS' ESCAPE ROUTE

## TIPS

### TAKE OVER THE BIKER'S MEDIUM DRUG VENTURE



Make sure you are well-strapped and have full armor and health. It helps a lot to have a sniper rifle and a powerful submachine gun in this mission. Follow the yellow blip on the map to the biker's medium drug venture in Vice Point. As you approach the site, you are instructed to kill the bikers.

Point. As you approach the site, you are instructed to kill the bikers.

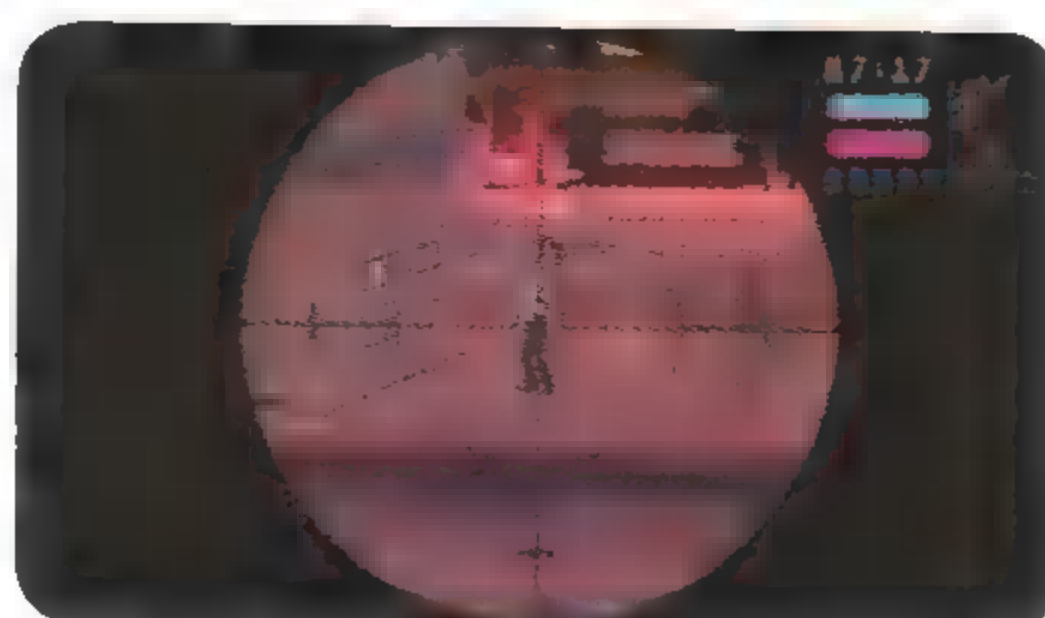
If you're having trouble taking out all the bikers, try this: pull your car into the hotel parking lot east and across the street from the bikers' business site. There's a small ramp and a short wall to protect you from major damage. If you jump to the top of your car, you can pick off the bikers on the rooftop with the sniper rifle. Move along the slope at the entryway and use the short wall for cover as you reveal just a couple of bikers at a time to minimize bullet damage.

### ATTACK STRATEGY

Your car will not last long from the barrage of biker bullets that fly in front of the site. Bikers appear on the radar as red blips and on-screen with pink arrows overhead.



Use an assault rifle and auto-targeting for quick kills. The bikers will try to get to you. Some may even end up beside the short wall on the south side around the palm trees; others may venture behind the hotel. There's Armor on the walkway behind this hotel if you need it. Once you've thinned the numbers, hunt down the remaining bikers by following the red blips on the map. A cinematic then takes you into the next objective.







## Wanted Level

You'll probably incur a one or two-badge Wanted Level in this mission; cops are usually in the warring area, so you may accidentally shoot them. If you remain in the hotel lot behind the short wall, they're apt to leave you alone. If the police become a problem, though, you can leave the area and find Bribes or hit a Pay 'n' Spray before you start the biker chase segment. It doesn't matter how far you travel from this site while bikers still defend it.

### KILL THE REMAINING BIKERS

After the cinematic, a handful of bikers escape on their rides—two on each bike. Enter a car or take a motorbike (recommended) and chase them down. It's easier to get them while on a bike because it allows you to perform forward-shooting drive-bys.

## Assault the Bikers

Have an assault rifle in your hands as you finish off the last biker defending the site. As soon the "fleeing bikers" cinematic ends, target and shoot the closest bikers, then quickly scroll through targets to shoot as many as you can before they move out of range. Next, get a vehicle and pursue them—preferably in a motorcycle.



Give chase and start picking off the bikers in the back of the pack, then work your way forward to avoid biker bullets. The alternative is to use a car and plow them over to knock them off their bikes before you shoot them. Drive-bys while running side-by-side with the bikers in a car is hazardous to the car's condition; it won't last long under their attacks. When all the bikers are dead, the mission is complete.



### PAY-PER MESSAGE

Lance pages you after this mission and asks you to come by and see him at his beach house. This reopens Lance's mission strand with, "Turn On, Tune In, Bug Out."



## UNFRIENDLY COMPETITION

### Overview:

Armando Mendez tells you about drug runners smuggling their goods into the country. He doesn't need the added competition. He wants you to eliminate them.



### Objectives:

- Get to the first drug runner's place.
- Kill the drug runner and his bodyguards.
- Go to the Standing Vice Point Hotel.
- Defeat the dealer's bodyguards.
- Get on the Quad Bike and defeat the dealer.

**Reward: \$1,300**

- A. START (MENDEZ MANSION)
- B. FIRST DRUG RUNNER'S PLACE
- C. STANDING VICE POINT HOTEL
- D. BEGIN QUAD BIKE CHASE
- RED LINE: DEALER'S ESCAPE ROUTE



## TIPS

### FIRST DRUG RUNNER

Enter the Sentinel outside Mendez's place and follow the red blip on the radar to the Vice Point, home of the first drug runner. As you approach the resort-like home, you receive the instructions to kill the drug runner and his bodyguards. They all appear as red



blips on the radar and have red arrows overhead. Get behind the short wall beside the road of the house across the street and to the north of the drug runner's home.

Use a sniper rifle to pick off the bodyguards and drug runners from behind the safety of the short wall. As soon as the first one is shot, all of the others will return fire. Shoot those that actually run for you first.

Remaining behind the short wall also keeps you somewhat safe from cops if you incur a Wanted Level.



## Gazebo Bar Balloon

After finishing off the enemies in the drug runner's home, investigate the gazebo bar in the compound. Aim up inside the gazebo to shoot the balloon hidden near the cone-shaped rooftop.

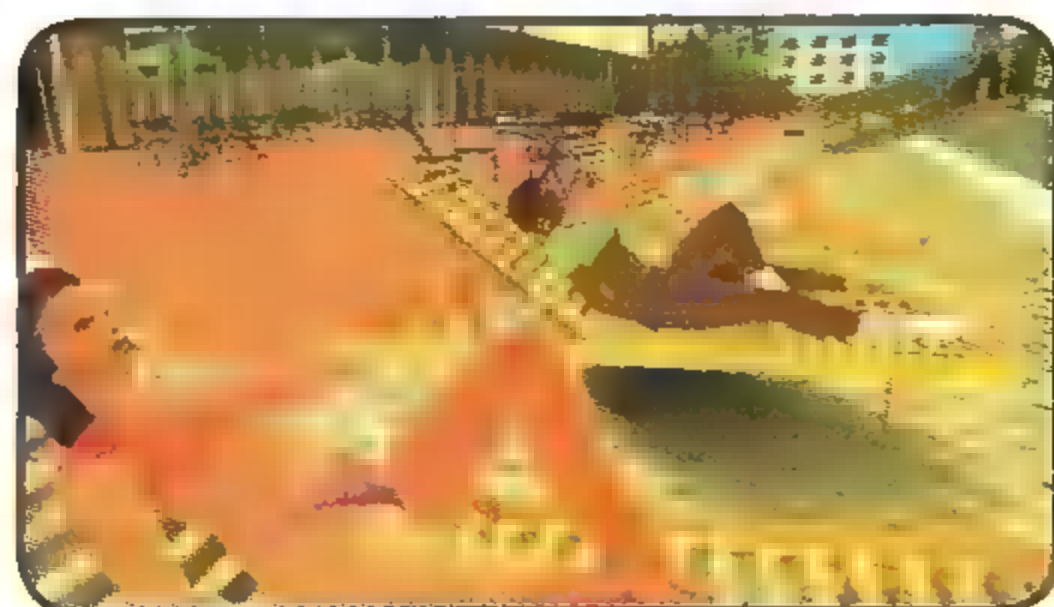






## SECOND DRUG RUNNER

The second drug runner is at the Standing Vice Point Hotel. Follow the yellow blip to locate this hotel, on the beach just east of the fairgrounds. Pull into the yellow marker in the driveway. A cinematic shows you confronting the drug runner near the pool. He escapes and leaves you to deal with his female hit squad. Run forward into the SMG power-up near the bridge. We suggest beginning your attack near the Health power-up.

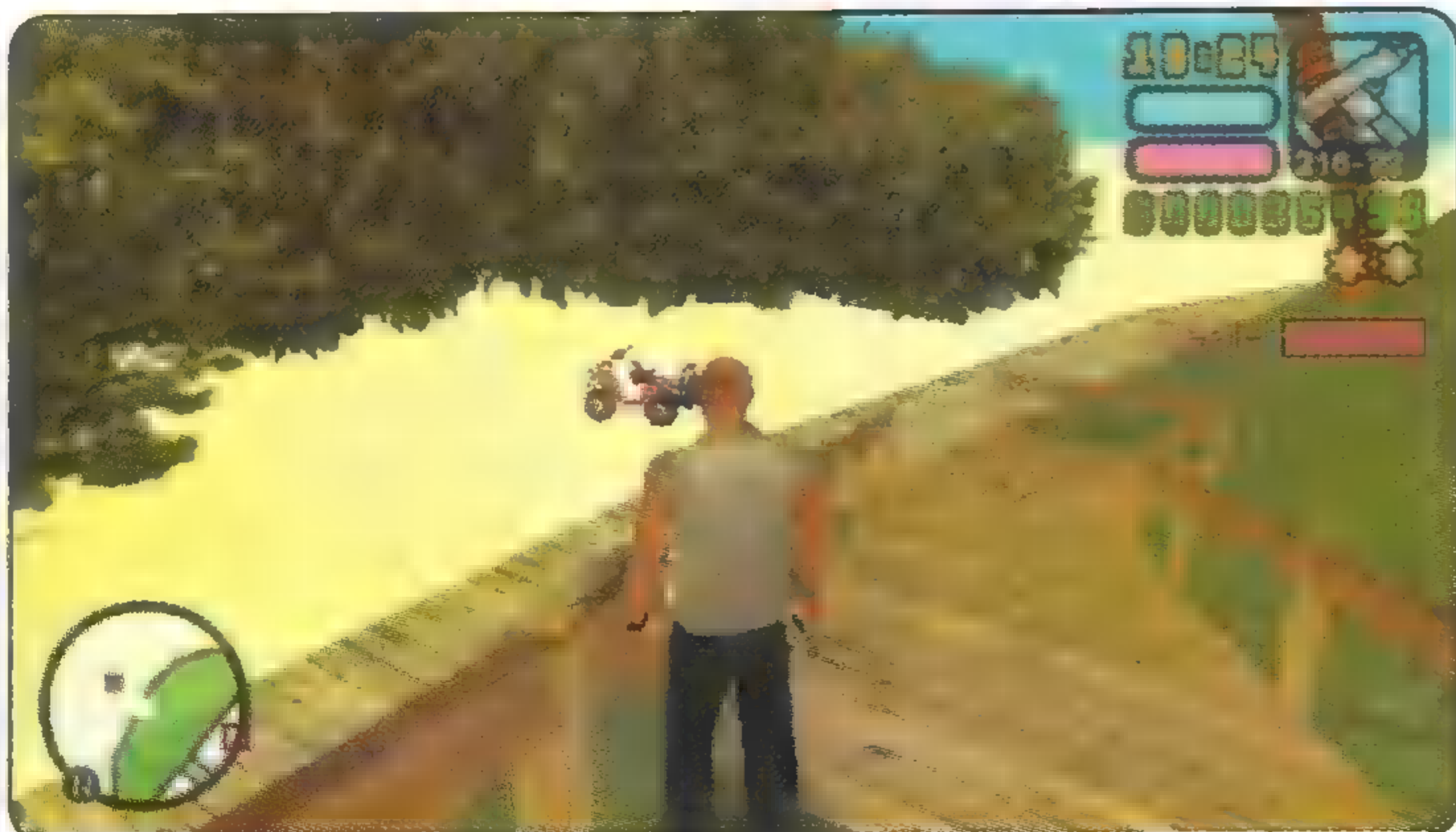


If you can't see the enemy (with the pink arrows), then locate them on the radar. Some are on diving boards, others are behind the entrance you came through in the cinematic, and some are in the drained pool. Move around cautiously while attacking at long-range with an assault rifle or sniper rifle. More spawn as others are killed, so always keep your back covered.



## QUAD BIKE CHASE

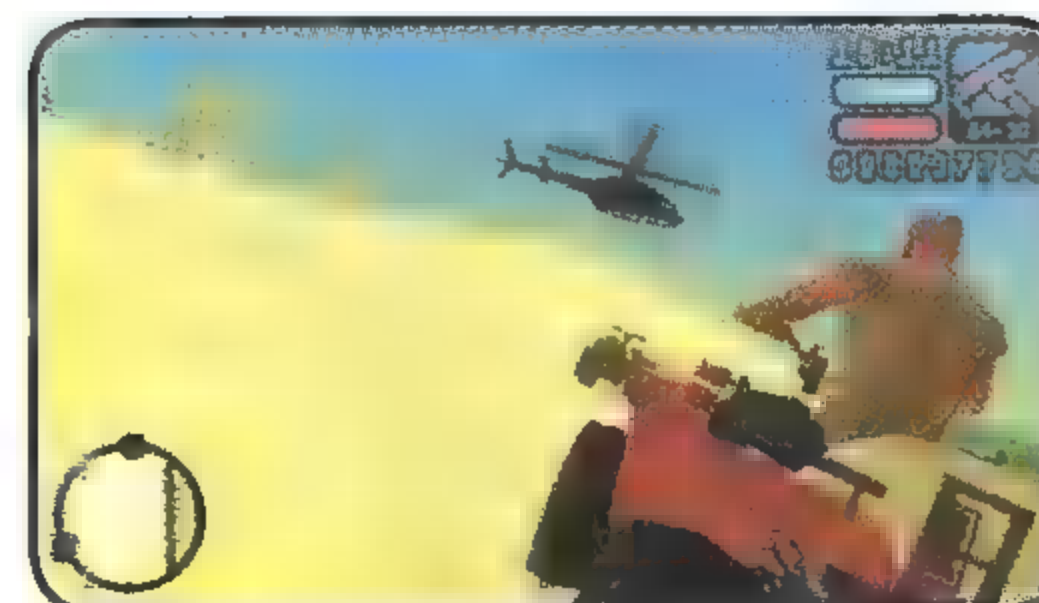
Once all the girls are defeated, the dealer makes a run for it. He takes a quad bike from the beach and heads north. Cross the bridge, then run down the beach ramp to the remaining quad bike, hop on, and chase the mark along the beach. He's indicated on the radar as a red blip; speed toward it.



You incurred a two-badge Wanted Level when you started the battle near the pool. Only the cops could not bother you on the sand. Now on the beach, you will hear a chopper overhead. This time, it's not the cops, though; it's the female hit squad—and they're shooting at you! This should not pose a problem at your speed, but their accuracy increases as the crook gets closer to his escape boat.



The dealer is heading toward a boat at the northern end of the beach. There's a bodyguard riding on the back of the quad bike, who will fire on you as you get near. The dealer's health meter appears on screen.



You must drain this meter to kill the dealer. Once in range, begin forward drive-by attacks to first take out his guard, and then continue shooting him until he's dead. The sooner you get him, the better (for the reasons mentioned above). You must eliminate him before he gets too far away or reaches this boat. Do this to complete the mission.

## New Purchasable Item

Completing this mission places a lock icon behind the same beachside hotel that you just left. The lock appears where you found your quad bike in this mission. Step into the icon and you are given the option to purchase a quad bike for \$1600. If you agree, one spawns beside you.

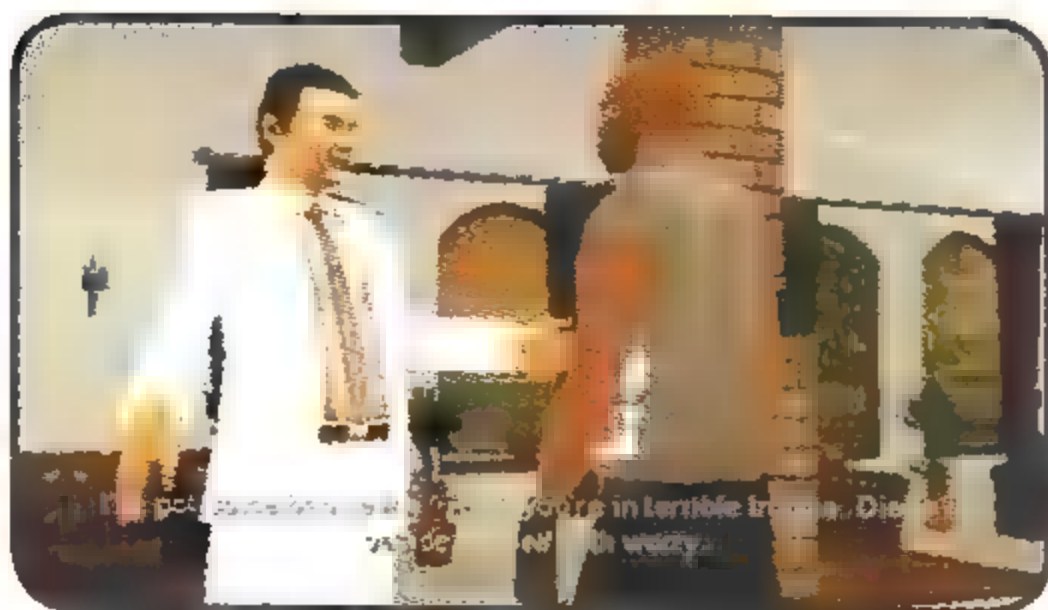




## HIGH WIRE

### Overview:

The Mendez brothers pressure you to steal back some containers that have been impounded by customs. They give you a specifically fitted helicopter to lift the crates.



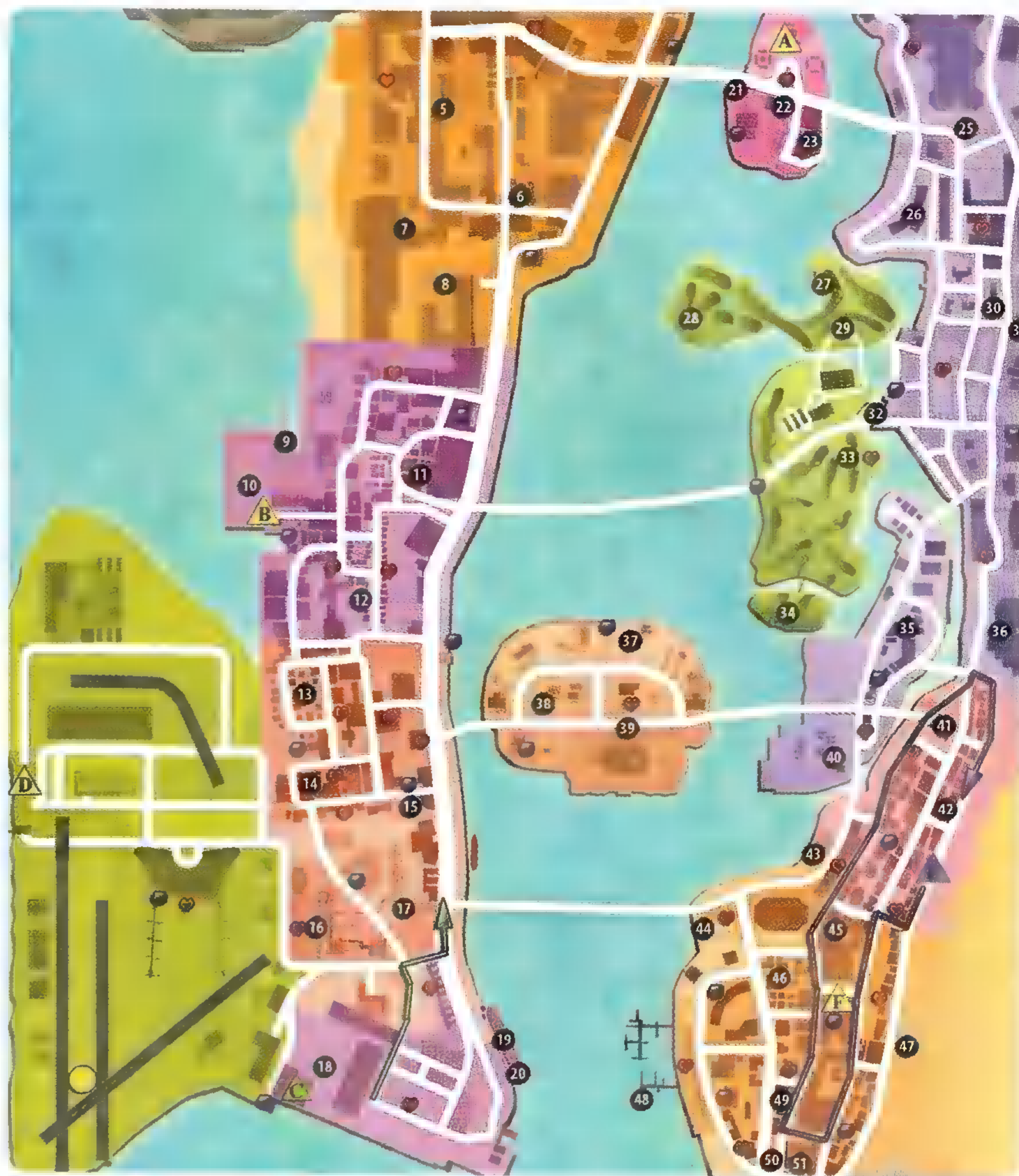
### Notes:

If you destroy the helicopter, the mission is failed. A Trip Skip places you back at the helicopter from the Mendez home. If you do not pick up the container from the truck before it reaches the police station, you also fail the mission. A third way to tank this job is if you don't pick up the Mendez getaway car before its damage meter is drained.

### Objectives:

- Meet Diego Mendez in Little Haiti to get the helicopter.
- Get in the special chopper and fly to the containers.
- Pick up a container and deliver it to the cargo bay.
- Lift the container from the back of the truck before it's delivered to the police station.
- Drop the container at the cargo bay.
- Lift Diego's car before the bikers destroy it.
- Drop Diego's car off at the parking lot.

**Reward: \$1,500**



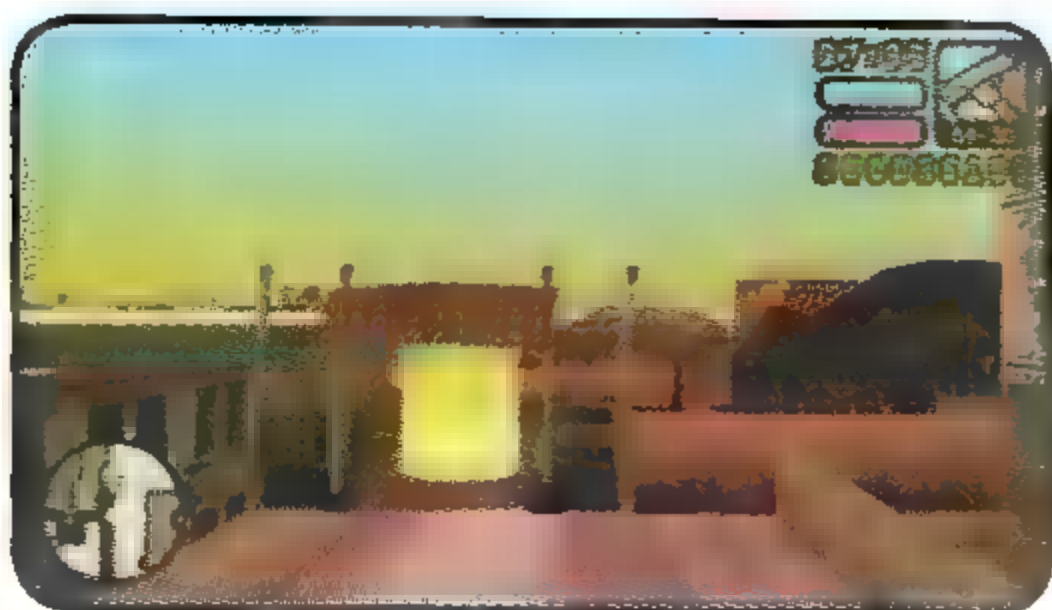
- A. START (MENDEZ MANSION)
- B. HELICOPTER
- C. CONTAINER COMPOUND
- D. CARGO BAY

- E. DIEGO'S CAR
- F. PARKING LOT
- GREEN LINE: CONTAINER TRUCK ROUTE
- BLUE LINE: DIEGO'S ROUTE

## TIPS

### MAGNETIC HELICOPTER

Follow the yellow blip to Little Haiti and pull into the yellow marker at the entrance to the junkyard. You meet Diego and he fills you in on the situation before leaving you with the helicopter. Enter the chopper and fly to the compound where the containers are held.



## Helicopter Pilot

Flying a helicopter may not be easy for beginners. Accelerate the rotors by pressing to get airborne. Tilt the analog stick up to point the nose downward, which translates to forward motion. If you tilt too much, the chopper will dive too far to the ground. Tilt it a little to get steady forward movement. You can adjust your steering with the analog stick, but extreme directional changes are best performed using the L and R buttons, which swing the rear of the craft around with the tail rotor. It's a learned skill, and one you must now become proficient with quickly in this, the toughest flying mission in the game.







## IMPOUNDED CONTAINERS OF CONTRABAND

Take flight and gain a decent amount of altitude, then tilt forward and fly south toward the green blips on the radar. As you approach your destination, you'll recognize the location as the Civil Asset Forfeiture

Impound lot. The crates are between a pair of structures close to the shoreline. Hover over the crate in the clearing (one is under shelter), then press **■** to descend. When the magnet you're carrying touches the top of the container, it magnetically attaches.



## DELIVER THE CONTAINER TO THE CARGO BAY

Ascend and turn back toward the north, then follow the yellow blip to the airport. Fly high enough to avoid banging the cargo on buildings and other obstacles. A yellow marker appears in a lot just beyond a control tower. Drop the crate into the yellow marker by descending and pressing **■** to release the magnetic grip on the crate. It's best for the next objective if you turn and face east before dropping it.



## LIFT THE CONTAINER FROM THE BACK OF THE TRUCK

As soon as you drop off the first container, the second one you left behind is loaded on a truck that's bound for the police station in Little Havana. That's not too far from the impound lot, so you don't have a lot of time. Get decent altitude and head straight for the green blip on the radar—the truck hauling the container. The faster you intercept the truck, the better. This gives you more time to attempt the container lift.



It's easier to head to Bayshore Avenue near the southernmost bridge and wait for the truck to approach. That way, you can prepare for the lift. Face south over the road and descend just enough so that the magnet is at truck's height from the ground. As the truck approaches, begin fine tuning your lateral alignment.



The truck often pauses in random areas, and these are good times to make the lift. You must get the magnet directly on top of the container to lift it, just as you did in the impound lot. This is more difficult, though, with a moving target. If the magnet swings too much, it won't lift it by simply running into the top of the container. It must be dropped onto the top gently, so the flat bottom of the magnet makes good contact with the top of the truck.

Here's a tactic that's dangerous to the condition of your helicopter, but may work if you're having difficulty with the moving target: if you knock a light pole down onto the road in front of the truck, the truck will stop until the light pole fades away. This gives you more time to try to lift the container. There's a light pole at the entrance to the southernmost bridge. If the truck reaches the police station, which is not far away, the mission is failed.



## DELIVER THE SECOND CONTAINER TO THE CARGO BAY

Once you have the container from the truck, follow the yellow blip on the radar back to the cargo hold near the airport control tower. Drop the cargo in the yellow marker as you did before and the last objective is given...



## PICK UP DIEGO'S CAR BEFORE THE BIKERS DESTROY IT



Diego's car damage appears on screen as bikers attack his car in Ocean Beach. Follow the blue blip on the radar to locate Diego. As you near, check out the menu map to pinpoint his location and the direction he's headed so you can fly to an area and ready yourself. Set up your helicopter as you did to pick up the container from the truck. This is a little more difficult because the car (identified by a blue arrow overhead) is moving faster than the truck did. If you miss the pick up, you must pursue the car at a low altitude and high speed, which means damage from trees, buildings, or traffic lights.



Diego flees from the bikers along a set route. Knowing that he drives south along the large beachside road helps your situation. You can beat him there and set up for the lift before he arrives. This area is much wider and clear of obstacles.



## DROP THE CAR OFF AT THE PARKING LOT

Once you have the car on the magnet, climb high into the air to avoid running it into any buildings. The damage meter remains on screen, so the mission is failed if you damage it out. Fly toward the yellow blip until you spot the yellow marker on the top level of the parking garage in Ocean Beach. Gently drop him into the yellow marker to complete the mission. This is perhaps the hardest mission in the game, especially if you have difficulty flying helicopters!



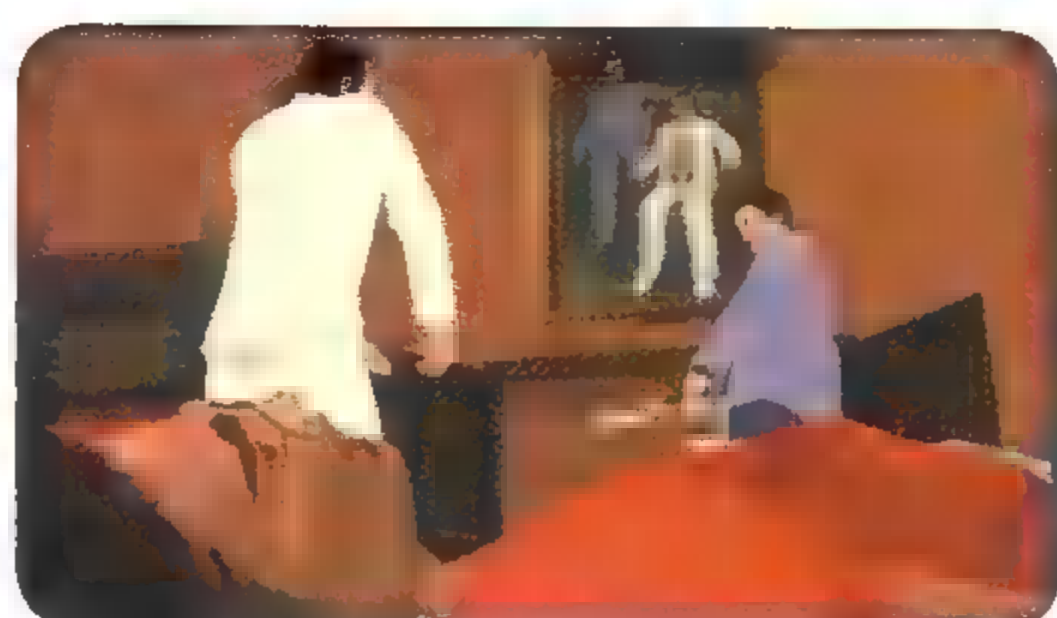
## Mission Availability

Upon completion of this mission, there are no more Mendez missions available until completion of Diaz's mission "Farewell to Arms."

## BURNING BRIDGES

### Overview:

You and Lance return to the Mendez mansion to sort out the clearing of your debts. The Mendez brothers want you to forfeit all your business assets and leave town. You and Lance don't think that's such a great deal. Then you get clobbered over the head. You are both carried to a fuel depot and placed in front of a firing squad. You dodge bullets and the fuel pipe is ruptured, sending a stream of fire at the assassins and burning them to death. Lance is trapped behind this wall of fire, though. You must rescue him.

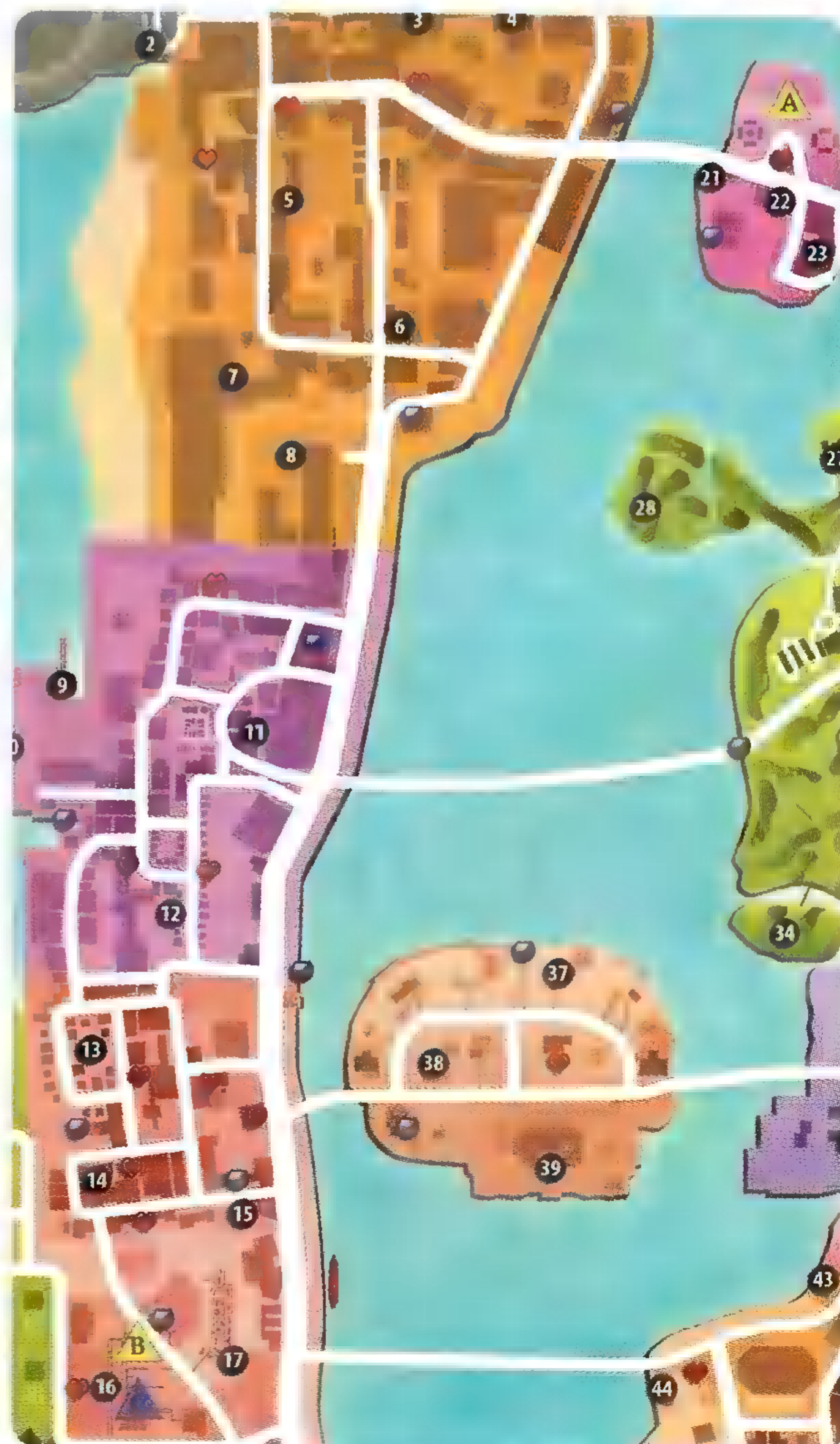


### Objectives:

- Find your way back inside the fuel depot.
- Shoot the valves to shut off the oil.
- Race to the exit before the place blows.

### Reward: None

- A. START (MENDEZ MANSION)
- B. FUEL DEPOT (REGAIN WEAPON)
- C. LANCE



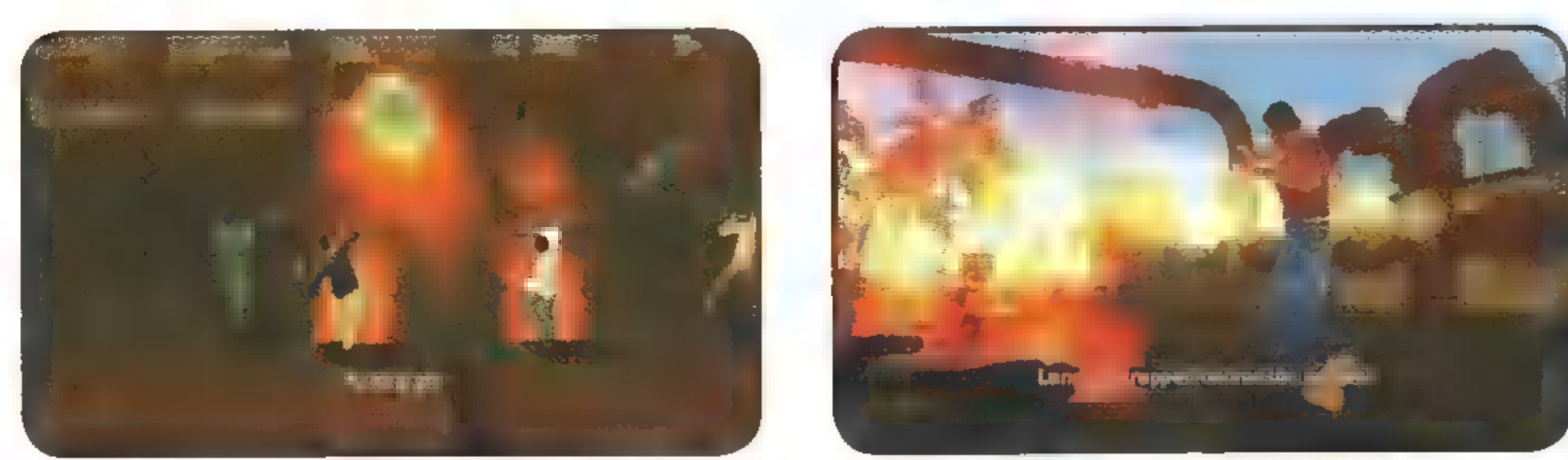




## TIPS

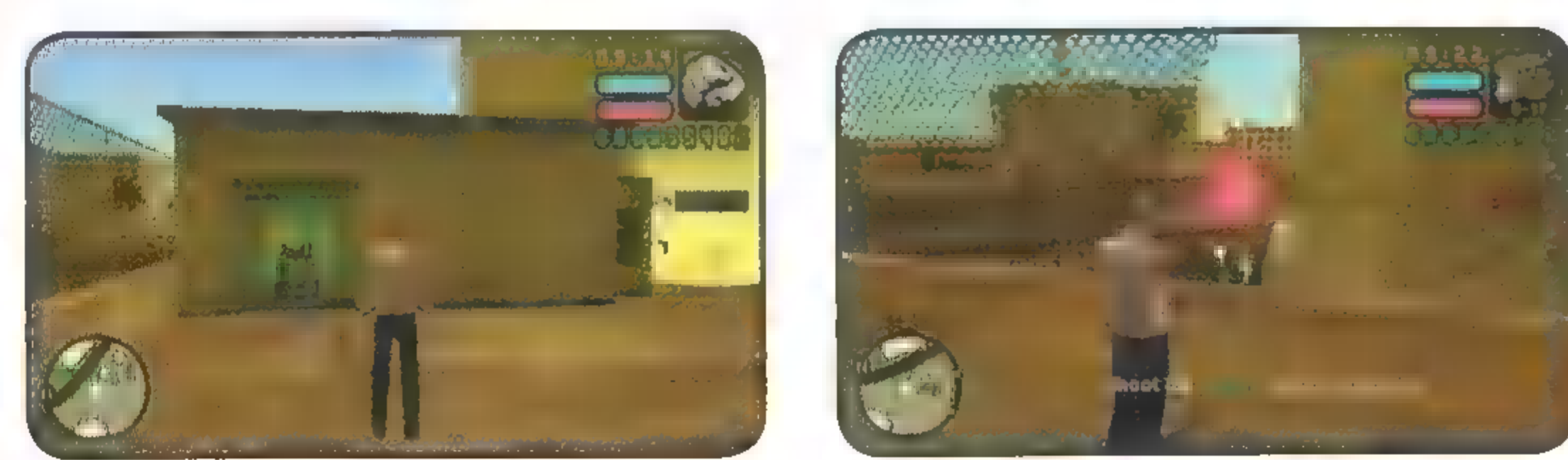
### RESCUING LANCE

Climb the ramp in front of you to the platform containing Armor and a pistol. You've been stripped of your weapons, so this pistol is necessary. Armed guards surround the oil refinery. Once you step into the yellow marker at the pistol location, you are instructed to shoot the valves to shut off the oil flow.



### STOP THE OIL FLOW

A pressure gauge is located at the top of the screen. If it fills, then Lance dies and the mission is failed. Shoot the two enemies through the broken gate on the pistol platform. Jump through the hole in the fence and take the weapons from these fallen guards.



Helicopters with gunmen on the skids appear throughout this endeavor. Shoot the gunners, but don't waste your ammo trying to destroy the helicopter. They fly low enough to auto-target the skid gunners.



The valves you must shoot appear as green blips on the map. Make your way to each valve while wasting guards and collecting their weapons. Target and shoot the valves to slow the flow of oil. The more you shoot, the slower the pressure meter fills.



### RACE TO THE EXIT

The final valve is located near the exit and a PCJ 600. Shooting this valve releases Lance from his fiery prison and he comes running. Get on the motorcycle and allow Lance to board, then race straight ahead for the open gate and yellow marker to escape the oil refinery before the place blows.



## FINAL MESSAGE

Lance pages you after completing this mission. He's afraid the Mendez brothers are going to retaliate, but he says not to worry; he's got things covered.

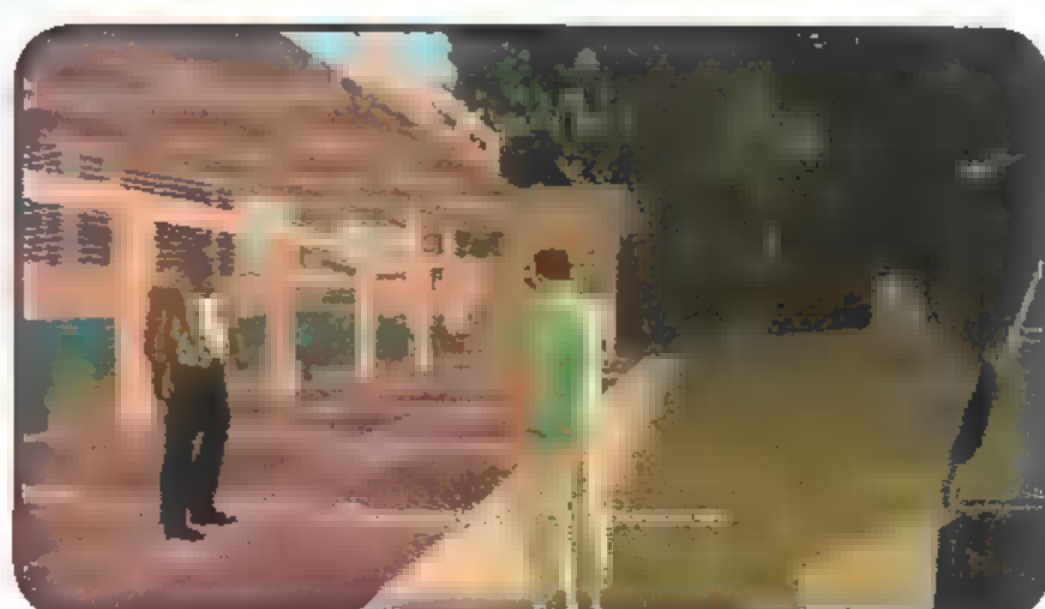


## GONZALEZ

### HOME'S ON THE RANGE

#### Overview:

Gonzalez is letting off some steam whacking golf balls at the same time, punishing one of his men. He challenges you to a contest on the driving range.



#### Notes:

This mission is not available until after completion of Reni's, "Say Cheese."

#### Objectives:

- Hit the buoy with a golf ball.

**Reward: \$1,000**

A. START (DRIVING RANGE)



## TIPS

### HOLE IN ONE

Gonzalez has strapped one of his disloyal men to a buoy out in the water, across from the driving range. The buoy is rigged with explosives. All you have to do is hit the buoy target with the man on it to blow it up and complete the mission. Gonzalez takes turns. First you shoot, then he does. The better you shoot, the better Gonzalez gets. Hitting the ball is a three-tap system.



The closer you get to the green area, the closer you will get to the buoy target. To hit the buoy target, you must stop the yellow line in the green area for both power and accuracy.



Press to set your shot's power. The closer you get the moving yellow line to the green section in the red bar, the more powerful the swing. Press to stop the yellow line in the green section. Now the yellow line moves from

the right to the left, and the green section is on the left side of the red bar. For the best accuracy, stop the yellow line in the green area by again pressing .

## PAGER MESSAGE

Lance pages you after you complete this mission. He tells you to watch your back, and that Martinez split from the fed protection program. This reopens Lance's mission strand.





# Driving Range Pastime

Completing this mission unlocks the Driving Range. This is an open-ended challenge, much like the vehicle Pastimes. Return to the Leaf Links driving platform, and step into the yellow marker near the stairs whenever you want to partake in this challenge.



## DETAILS

Enter the marker at the driver range (1). The challenge is similar to the one faced in Gonzalez's mission, "Home's on the Range," except there is no homie strapped to the buoy.



You have five balls to get the best total score possible. The high score is 500 points. Shot score is based on distance achieved; 50 bonus points and \$50 in cash are awarded for hitting the target buoy.

## DRIVER (PASTIME)

**Availability:** After completing Gonzalez' mission, "Home's on the Range."

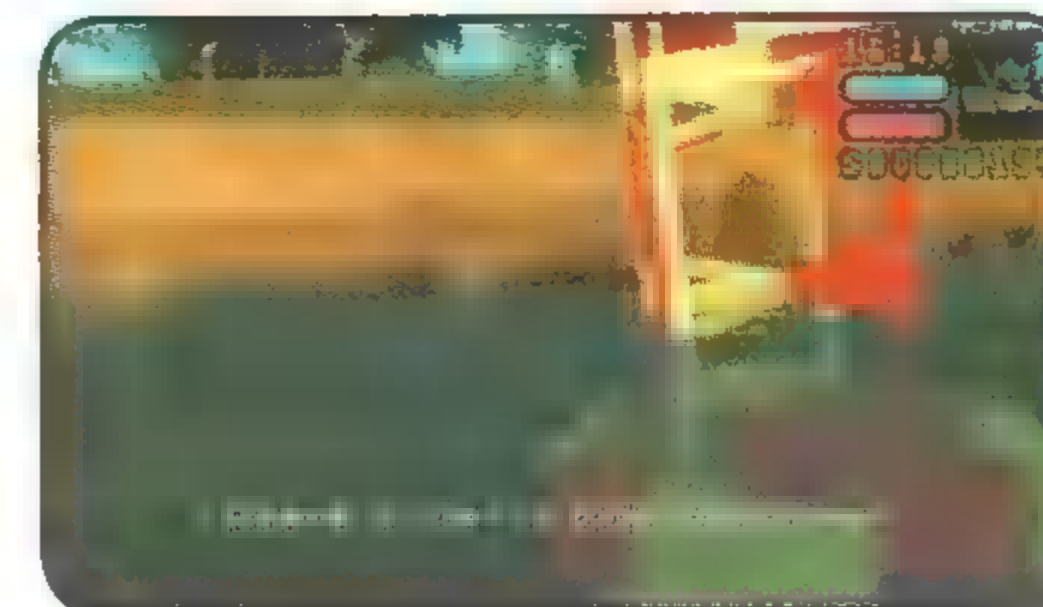
**Location:** At the driver range at Leaf Links golf course (1).

**Reward:** \$1000 for beating the high score the first time.



## TIPS

For more help with this Pastime, see, "Home's on the Range" on the previous page. The personal goal is to hit the buoy to get the 50-point bonus. To do this, you must stop the moving marker in the green zones on the red putting bar for both power and aim passes. The moving bar gets faster as it moves along the putting bar, so you must rely more on timing than sight to stop it in the target zone.





## PURPLE HAZE

### Overview:

Gonzalez has cut Colonel Diaz's coke, creating enough lesser-quality coke to make a side deal for himself that not even his men know about. Gonzalez wants you to make the deal for him. The drugs are in Ocean Beach, and he wants you to deliver them to Washington Beach.



### Notes:

Now Gonzalez can be found at the Ducum Inn in Vice Point. Follow the "G" on your radar to find it.

### Objectives:

- Go to Gonzalez's lockup.
- Get in the drug van from the lockup.
- Drive to the deal.
- Call Gonzalez.
- Defeat the ambushers and reclaim the drug van.
- Drive the van back to the lockup.

- A. START (DUCUM INN)
- B. VAN AT GONZALEZ'S LOCKUP
- C. DRUG DEAL
- D. PHONE BOX
- E. DRUG AMBUSHERS' PARTY

**Reward: \$1,000**



## TIPS

### THE LOCKUP

Follow the yellow blip on the radar to the yellow marker in front of the lockup garage in Ocean Beach. Enter the van inside the lockup when the garage door lifts. This van contains the drugs.



### DRIVE TO THE DEAL

Follow the yellow blip to the alley in Washington Beach, which is only a few blocks away. You get ambushed. A large truck barrels into your van, throws you to the ground, and buries your face in a pile of drugs. When you come to, you get a page. It's Gonzalez. He wants to know what's taking so long and tells you to call him. You've been knocked out for nearly three hours!







## CALL GONZALEZ

You've been inhaling the spilled drugs while unconscious. Needless to say, you're messed up. Your vision is blurred and you're swaying from left to right. This affects your movement on foot or in vehicles. Follow the yellow blip out of the alley as best you can, and pick up the payphone on the nearby sidewalk.



## GET THE DRUGS BACK

You contact Gonzalez and tell him the van got hit and you're unintentionally messed up on his stuff. He wants the drugs back and the people responsible dead. He still has a buyer who may be interested. Follow the red blip on the radar to find the drugs on Starfish Island. You must do this in a little over four game hours, which gives you plenty of time—as long as you can drive in your condition!



There's a Sanchez parked just around the corner from the phone, but you should jack a car. The swaying motion is tough enough to handle in a car, but on a bike it really messes with your weight-shifting. Either way, you have to counteract the continual and rhythmic swaying with counter-steering. When the camera sways left, adjust your steering to the right, and vice versa.

## Flying High Again

The drug deal gone bad is really close to the police station. Drive or sprint to the police station to grab the helicopter on the rooftop. Your side-to-side motion has little effect on the helicopter's controls.

## STARFISH ISLAND DRUG PARTY

Follow the red blip to the drug party house and, without firing a shot, rush into the backyard near the pool. Stand behind the long planter near the pool, north of the partygoers. Select an assault rifle and let 'em have it. Scroll through all the targets, hitting those that approach you first. Once all the bodies hit the floor, take the van.

## DRIVE THE VAN BACK TO THE LOCKUP

You remain messed up until the end of this mission, so delivering the van back to the lockup is the same driving challenge you faced on your way to the party. You have a two-badge Wanted Level and you're still racing the clock. Do not waste your time trying to lower the Wanted Level. Just do your best to knock pursuing cops into solid objects as you head directly for the lockup. It's mostly motorcycle cops who catch up to you, and you can bounce them off your grille easily. Speed through the yellow marker at the lockup to complete the mission.

In the ensuing cinematic, Gonzalez is happy you retrieved his merchandise, but unhappy with how the job went down. He ends your relationship. You're no drug dealer. But you knew that all along.

## Mission Availability

There are no more Gonzalez missions available until after you complete Diaz's mission, "The Exchange." He does not trust you to get the job done, seeing how that last one went down.



## FAREWELL TO ARMS

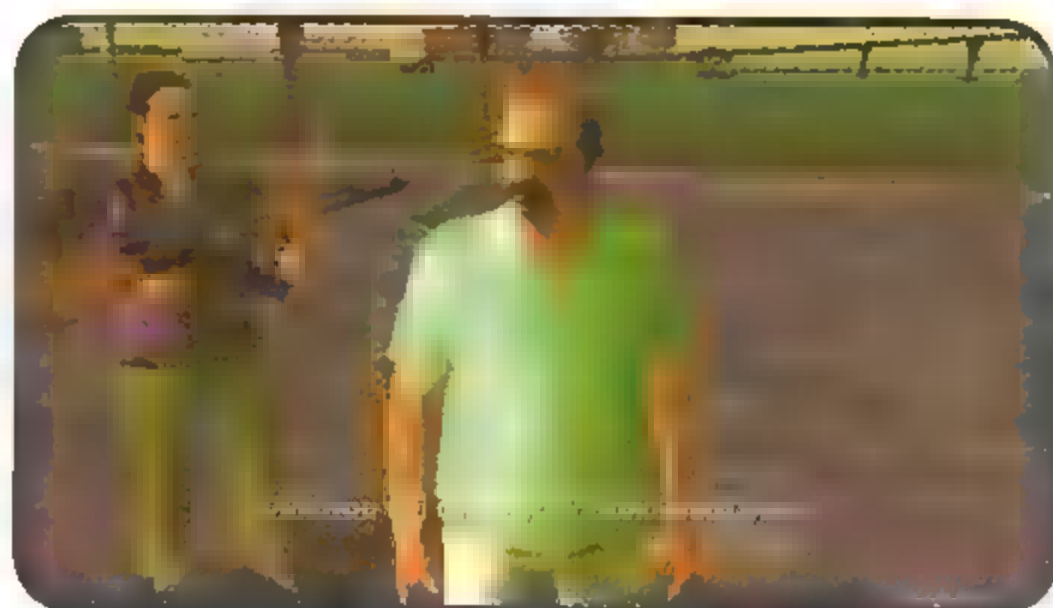
### Overview:

Diaz and Gonzalez are found discussing the weapons you helped secure in "The Exchange." Diaz agrees to return the arms to Gonzalez and gives them to his colonel.



### Note:

This mission is not available until after you complete Diaz's mission, "The Exchange." Diaz now owns Gonzalez. Any shipment that comes to Gonzalez through Vice City belongs to Diaz. You must defend the weapons truck on its way to the airport, but the Sharks have found out that Gonzalez has the arms. Help Gonzalez move them out of the country before the Sharks kill him to get the weapons.



### Objectives:

- Defend Gonzalez's truck.
- Protect Gonzalez's men protecting the airport entrances.
- Protect Gonzalez's plane as it takes off.

**Reward: \$2,500**



A. START (DIAZ MANSION)

BLUE LINE: GONZALEZ'S TRUCK ROUTE

B. ROADBLOCK!

C. AIRPORT ENTRANCES

D. GONZALEZ'S PLANE  
(PLUS TAKEOFF ROUTE)

## TIPS

### HELI-GUNNER

Gonzalez is driving the weapons truck to the airport. You're flying on the skids of the helicopter that's following Gonzalez. You must defend the truck from the Sharks until it reaches the hangar. You fail the mission if you die or Gonzalez does. A meter displaying Gonzalez's health appears on screen.



Do *not* shoot Gonzalez's truck, which has a blue arrow over it. Shoot all vehicles and enemies with pink arrows over them. Keep an eye on the radar to see where they're coming from before you actually have a visual.

The truck stalls not too long after reaching Vice Point. While Gonzalez gets the truck started again, protect him the only way you can—with the heavy gun.

The round reticule encircling the pinpoint dot displays triangles representing the movement of nearby enemies, much like the sniper rifle's crosshairs did in "The Exchange." This helps you locate the enemy more quickly.







## ENGINE STALL, ROADBLOCK, AND ROCKETS!

As Gonzalez tries to restart the truck, your helicopter flies ahead and spots a roadblock with a rocket-launching Shark nearby. You can shoot the guided rockets out of the sky, but do your best to destroy the roadblock and blow up the rocket launchers. Once the roadblock is destroyed, Gonzalez will get his engine started and begin to move once again.



## PROTECT THE PLANE

Eventually, the Sharks enter the airport and the plane starts down the runway. Shoot as many of the trucks as you can on their way to the plane's takeoff. Don't shoot the plane when attempting to hit the truck riding behind it. You're okay to leave that guy and just concentrate on defeating the others that continually arrive. Once the plane is airborne, the mission is a success.



## AIRPORT ENTRANCES

When the truck reaches the airport, it pulls into a hangar and the weapons are loaded onto a plane. Your job now is to help Gonzalez's men protect the two entrances to the tarmac. The helicopter moves from one to the other, but it doesn't move until all the enemies at one location are dealt with.



Continue to shoot the vehicles, trying to take them out before the men get out of them. Either way, the blast from the vehicles usually takes out all nearby enemies.



## Minigun Unlocked

Completing this mission makes the minigun available for purchase at the Vice Point Mall Ammu-Nation.

## FINGER MESSAGE

Mendez pages you after completing this mission. He says it's time you two talked. He invites you to come and see him. This reopens the Mendez Brothers' mission strand.



## RENI WASSULMAIER

The sexually confused director Reni Wassulmaier works at the movie studio on Prawn Island—as the storyline goes, this later becomes an adult film studio in Grand Theft Auto: Vice City. Reni seems like he would be more interested in that genre, but he prefers action films. After you explore the studio, you see they've worked on a space film, or maybe they've borrowed the moon landing set from NASA. Through the back gate is a pier with a .357 on it and a Jet Ski docked in the water. When you're not on a mission, this Jet Ski triggers the Watersports Pastime.

## ACCIDENTS WILL HAPPEN

**Overview:**

Reni is filming a TV commercial called "Accidents will Happen," and he wants you to star in it. The stunt driver just quit because of sexual harassment. Do this job right for Reni, and he promises to hook you up with enough users to unload all of your drugs.

**Notes:**

You fail the mission if the timer gets to zero, if the action bar is depleted, or if the car is destroyed, sunk, or abandoned.

**Objectives:**

- Get in the car and drive to the starting line.
- Follow the route.
- Hit stunt cars, jumps, and checkpoints to keep the timer and action meter from running out.

**Reward: \$850**

- A. START (RENI'S STUDIO)
- B. COURSE STARTING LINE
- C. COURSE FINISH
- YELLOW LINE: COURSE ROUTE
- YELLOW CIRCLES: CHECKPOINTS

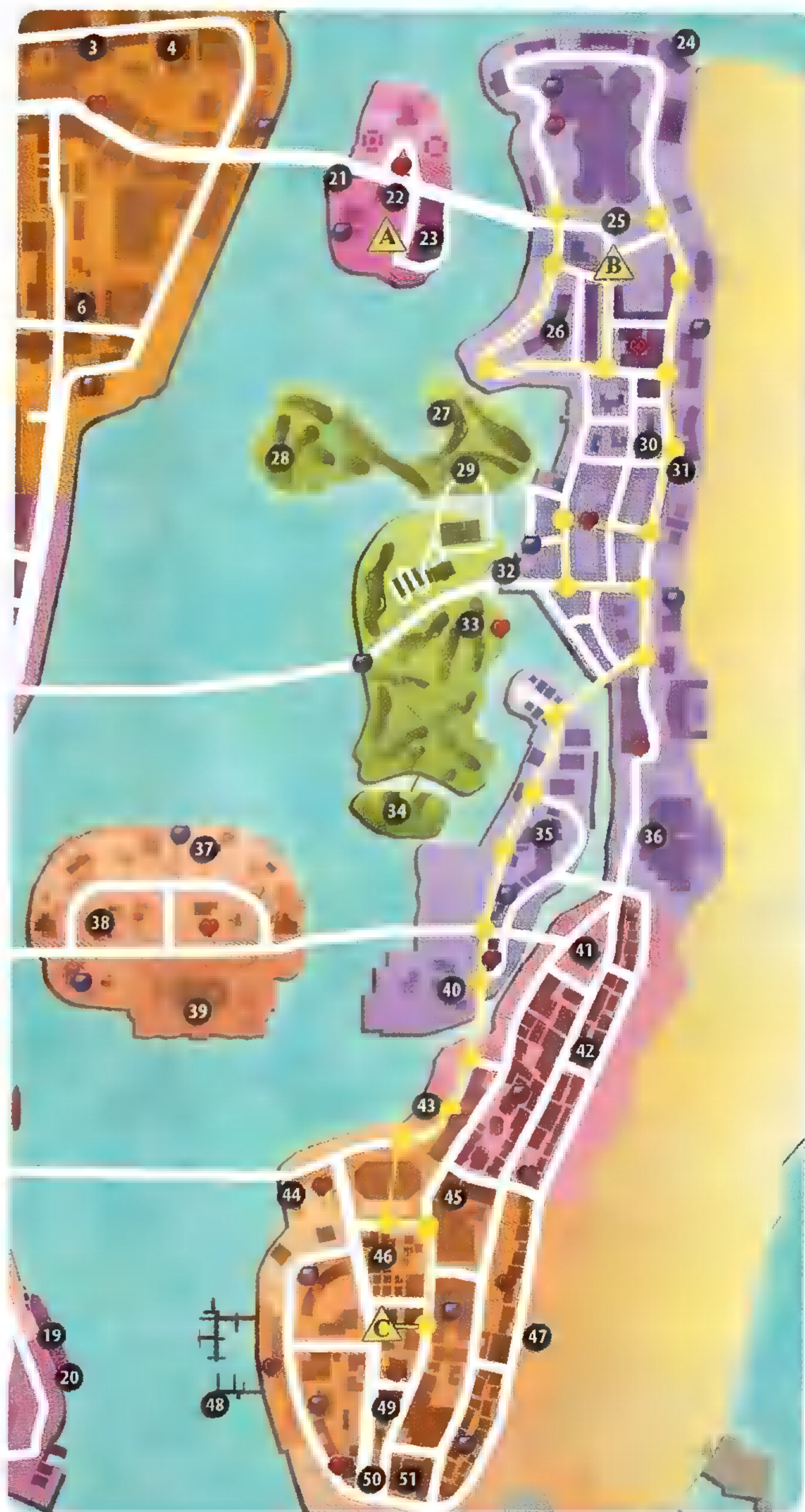
## TIPS

## STUNT DRIVER

Enter the Cheetah at the movie lot gate and follow the yellow blip on the radar to the starting line in Vice Point. Reni is flying with the film crew in the helicopter above you. The filming begins when you enter the starting line marker.



Drive through the yellow marker checkpoints before the timer expires. You begin with only 20 seconds on the clock. Only two checkpoints appear at a time. The brighter one is the next-closest checkpoint. Each checkpoint awards you 10 more seconds.







An action meter appears the moment you reach the starting line. This measures your performance during the shoot. You gain extra action bonuses by hitting marked stunt cars and for time spent with all four wheels off the ground. If this action meter drops to zero, you fail the mission, so you need to hit some of the stunt cars.

Just don't go off-course (away from checkpoints) to hit them. The stunt cars have pink markers over them. Hitting them is not like hitting normal cars; the impact won't knock you off-course.



You must hit the ramps straight on, so you don't tip over in the air or launch yourself off-course. The air time bonus you get for jumps is not as great as what you get for hitting stunt cars, so if you keep messing up the jumps, go around them and hit more stunt cars.

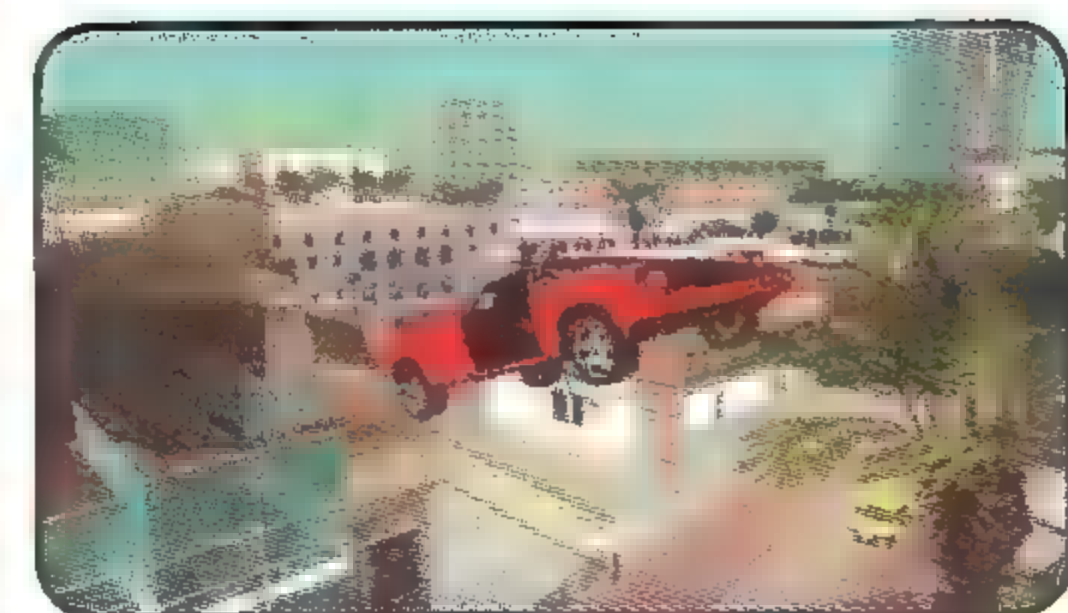


## THE FINAL JUMP

The last checkpoint ends with a ramp. It's a sharp right turn into a short alley, where you need to work up your speed. Punch it just as you turn into the alley, and then speed up the ramp to activate the final cinematic and complete the mission.



The building with the large ramp has a Red Balloom inside it. Return to this derelict building and locate the balloon in a room on the second level. In the glorious cinematic at the end of this mission, you smash through someone's apartment wall and land in their living room.



## Mission Availability

After you complete "Accidents Will Happen," there are no more Reni missions available until you complete Lance's "Turn On, Tune In, Bug Out" mission.

## CRASH! (PASTIME)

**Availability:** Becomes available after Reni Wassulmaier's first mission, "Accidents Will Happen."

**Location:** The Coach (bus) that triggers this Pastime (4) is parked on Prawn Island at the movie studio, near the spaceship prop.

**Reward:** \$1000



## DETAILS



Enter the Coach at the movie studio on Prawn Island and press the Up button to begin "Crash!" Score \$2000 in damage to other vehicles within three minutes to pass the challenge. Each time you replay it, you must surpass your previous damage high score.



## TIPS

You receive damage points for the following collision types: bike dismount, car spun, car flipped, car sunk, destroyed car, and Knockon. A "Knockon" is when you knock a vehicle into one or more vehicles. This gives you a multiplier equal to the number of cars in the pileup.



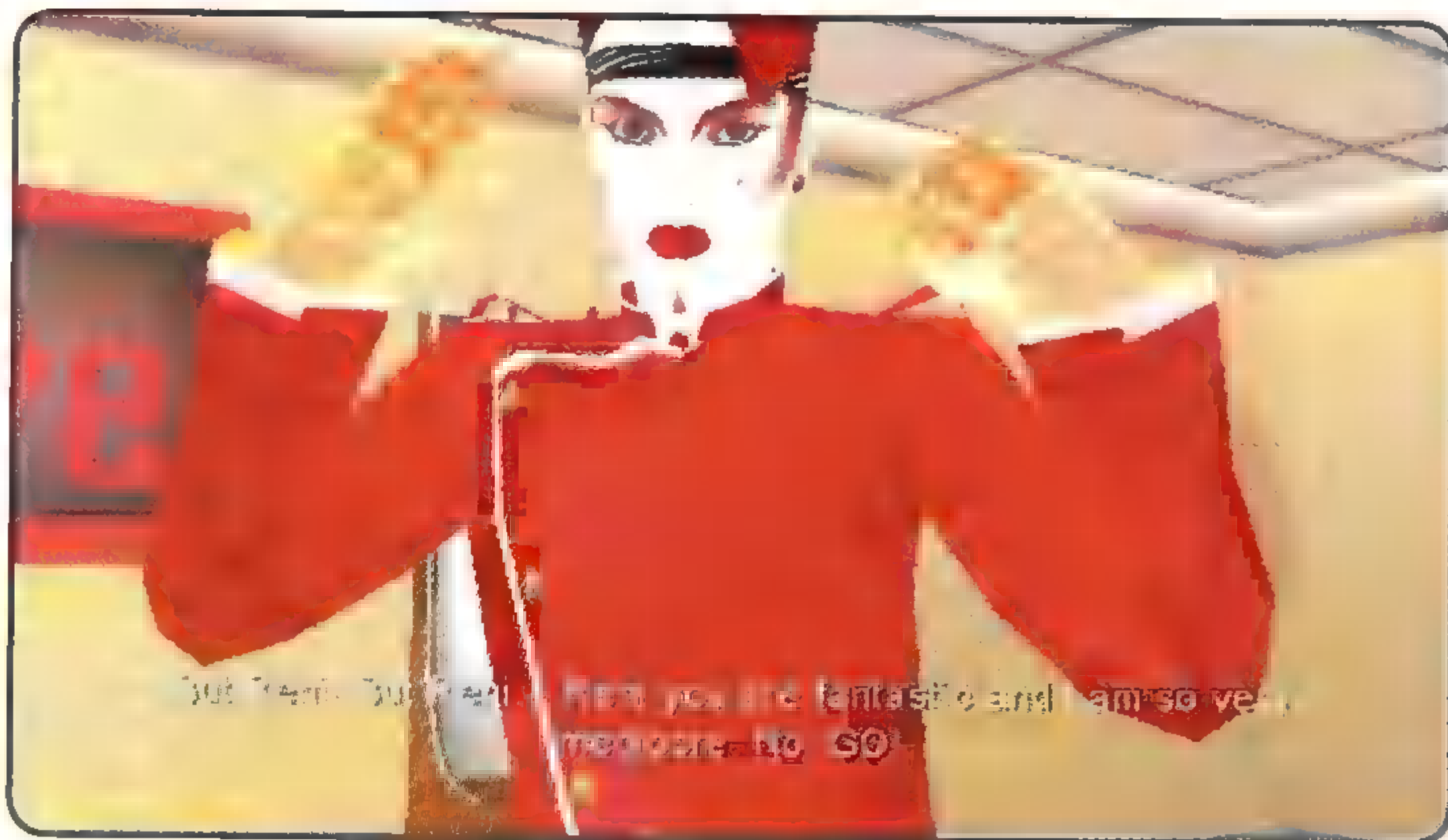
You can track the damage and time remaining on the meters in the top-right corner of the screen. The best thing to do is to get on one of the long stretches of road on either island, then bring the Coach up to speed before knocking into too many vehicles that slow you down. Once you're speeding along at a decent clip, start running into traffic. The faster you go, the more likely you'll spin and destroy vehicles—it also makes it easier to get large numbers of cars in a pileup for the Knockon bonus.



## THE COLONEL'S COKE

### Overview:

Gonzalez is not amused by the way Reni has treated his drugs. He wants the shipment moved to his safe house in Viceport. Colonel Diaz has also learned of this and wants the boat sunk.



### Objectives:

- Go to the meeting point.
- Enter the chopper and destroy all enemies threatening Gonzales.
- Shoot down the enemy helicopter.
- Protect Gonzales until he reaches Diaz's place.

**Reward: \$850**

- A. START (RENI'S STUDIO)
- B. MEETING POINT
- BLUE LINE: GONZALEZ'S BOAT ROUTE
- C. ENEMY HELICOPTER ATTACKS
- D. COLONEL DIAZ'S PORT



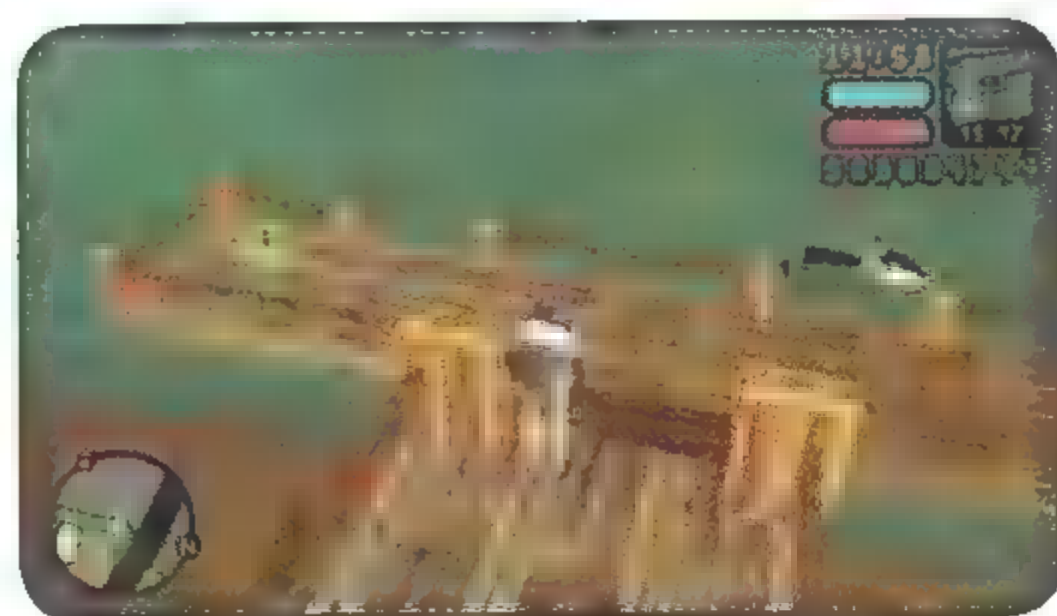




## TIPS

### A MEETING DOWNTOWN

Jump into Reni's Deluxo, which is always parked outside his office. This is a very satisfactory vehicle—nice top speed and handling. You can also take the Jet Ski that's docked at the movie studio's pier. Follow the yellow blip to the meeting location Downtown. Stop at the yellow marker near the small dock where Lance was abducted earlier.

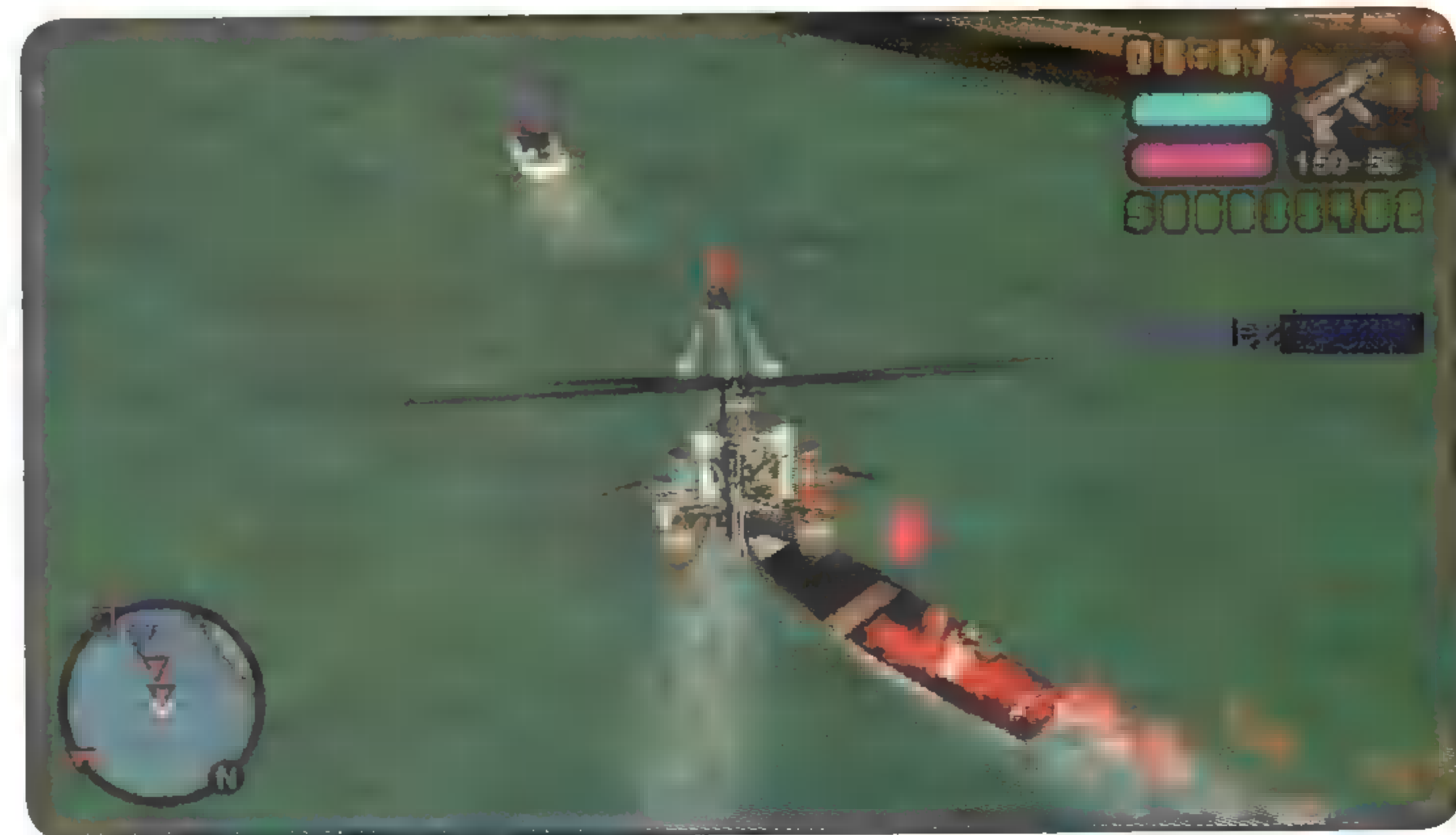


If you took the Jet Ski, get off it, swim up to the end of the pier, and press **□** to climb out of the water. You meet Gonzalez here, and he says he needs to get Diaz's merchandize safely to his port. He wants you to take the Sea Sparrow and two of his men to protect him while he delivers the shipment by boat.

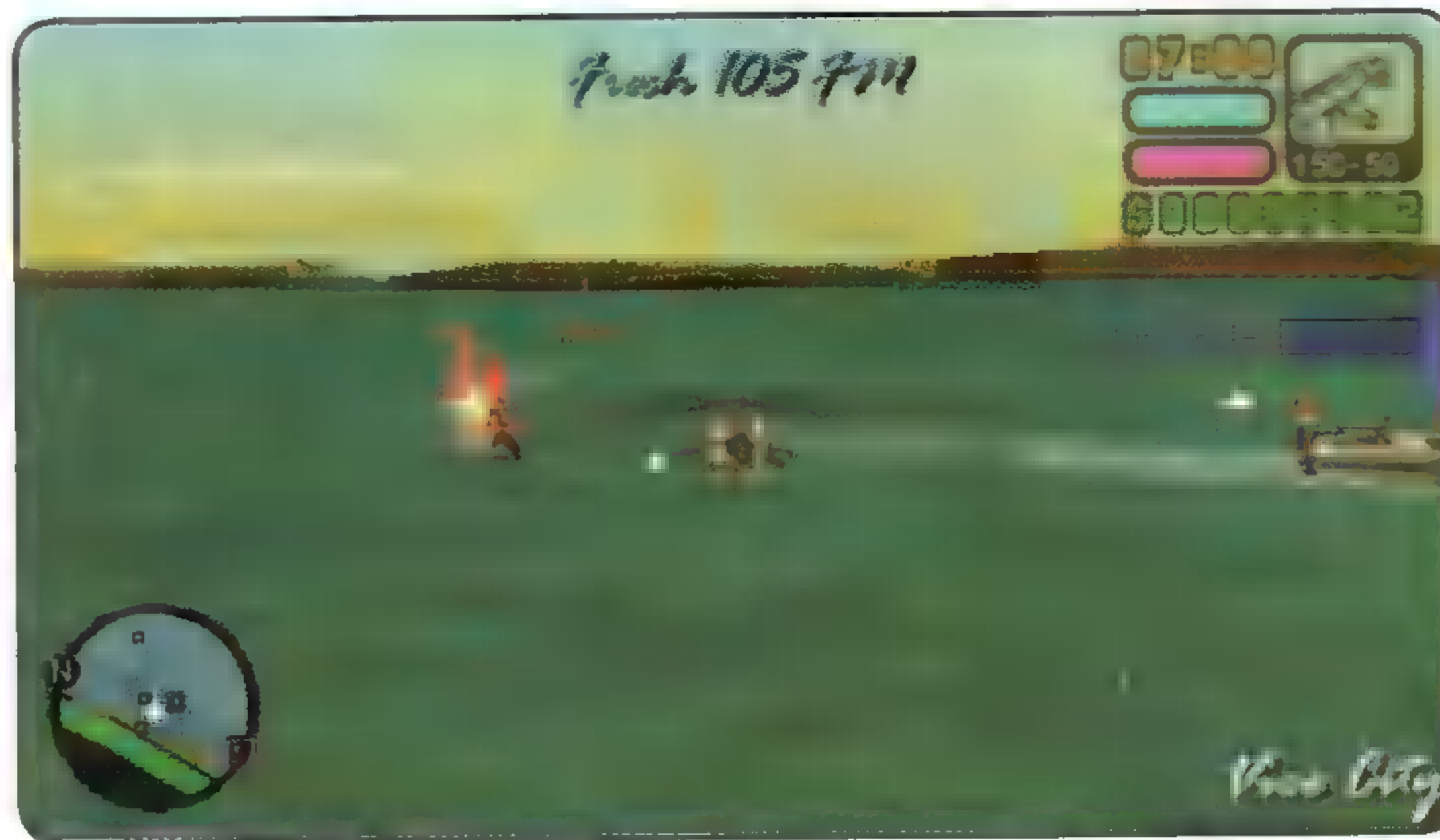


### PROTECT GONZALEZ AND DESTROY ALL ENEMIES

The two gunmen on the pontoons of your Sea Sparrow are very efficient killers; you might be able to complete the mission without firing a shot. However, if you take enough bullet damage, your helicopter blows up and you fail the mission.



Press **□** to fire the Sea Sparrow's machine guns. You must aim the chopper at the target you want to destroy, because the guns are in a static position on the front. Fly low and close behind the enemy to take them out yourself. Fly beside the enemy to get the most out of your gunmen. Keep moving! Don't fly slow or stay in one area too long, or you'll be an easy target.



Gonzalez's health meter appears on screen. If this hits zero, his boat is destroyed and you fail the mission. The enemy is in boats and Jet Skis with mounted guns. There are also troops mounted on the coastline and bridge supports waiting to ambush your shipment.

### DESTROY THE ENEMY HELICOPTER

Toward the end of the route, Gonzales stops moving and you must take out the assault chopper, which also has two gunmen on its skids. A red Enemy Helicopter health meter appears below Gonzalez's meter. Drain this meter by shooting the helicopter yourself or allowing your gunmen to take it out. This chopper attacks both you and Gonzalez. Fly slightly above the chopper to let your guys have a shot at it, while keeping you safe from its attack. If they can't destroy it, aim your guns at it to finish it off quickly.

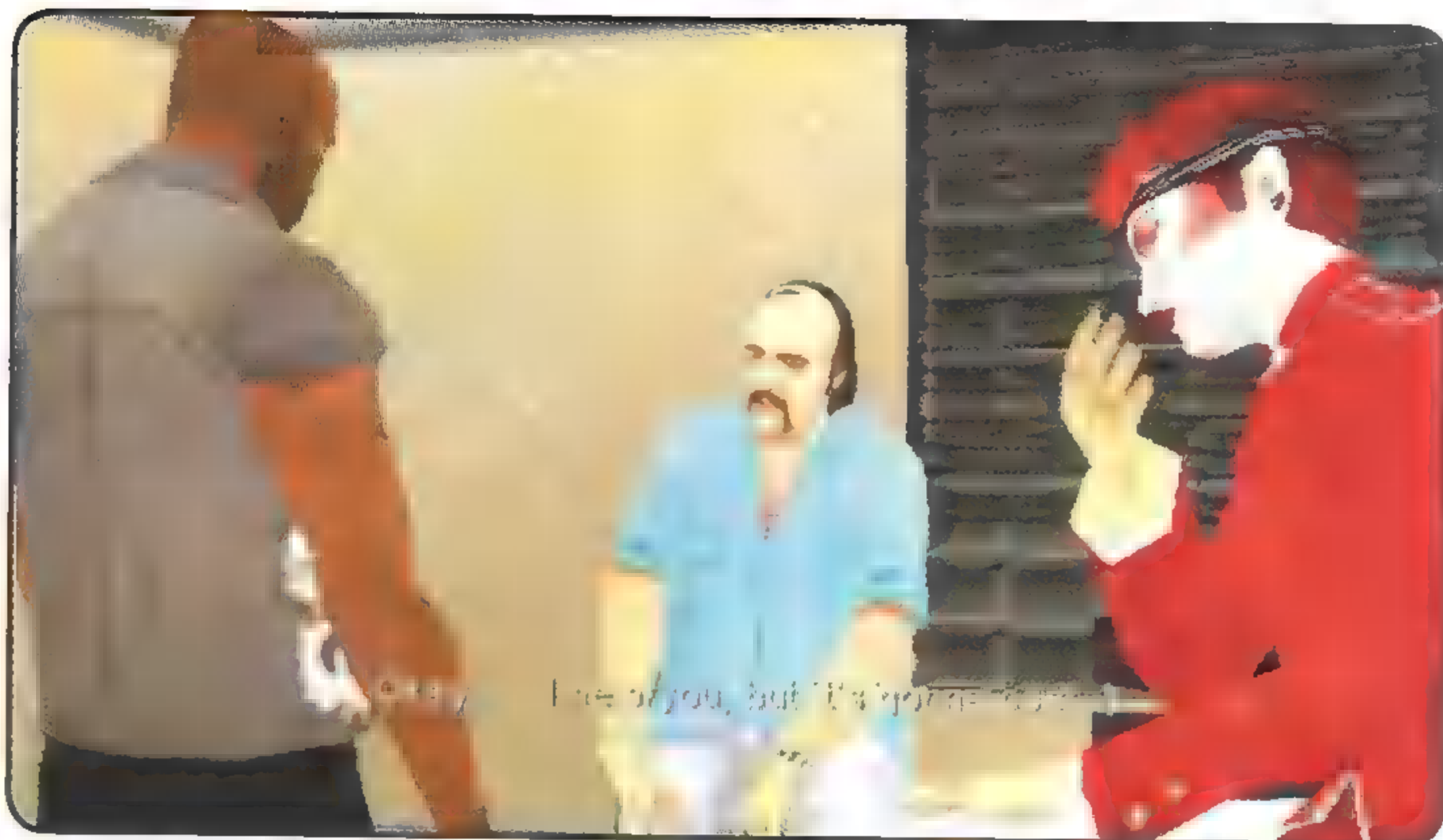
When the chopper is finished, Gonzalez moves again. Swoop down on the boats and Jet Skis that have accumulated while fighting the helicopter. Once Gonzales reaches Diaz's port, the mission is complete.



## KILL PHIL

### Overview:

Barry owes three million to some guy and can't pay him back. The lender is threatening to kill Barry's friend, who will be arriving in town shortly. Barry needs Vic to help him pick up the friend.



### Objectives:

- ▶ Pick up the bulletproof limo.
- ▶ Drive to the meeting point.
- ▶ Waste the thugs before Barry's act dies.
- ▶ Take Phil to his hotel.

**Reward: \$1,000**

- A. START (RENI'S STUDIO)
- B. LIMO PICKUP
- C. MEETING POINT
- D. MARINA SANDS HOTEL



## TIPS

### BULLETPROOF LIMO

Jump into Reni's Deluxo and allow Barry to enter. You need to pick up a bulletproof limo to drive Barry's friend to his hotel safely. Follow the blue blip to the back of a hotel parking lot in Vice Point. To prepare for the next shootout, select an assault rifle before you enter the vehicle. Enter the limo and allow Barry to enter, as well.

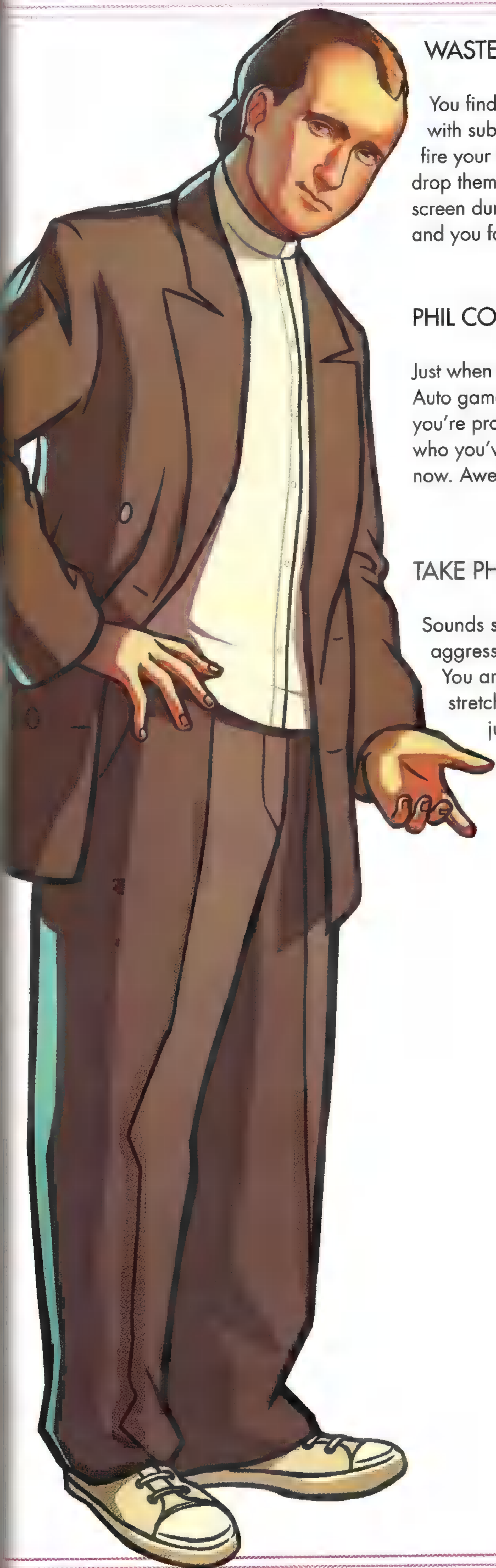


### DRIVE TO THE MEETING POINT

Follow the yellow blip to the meeting point in the Washington Beach park. Try not to damage the limo unnecessarily on the way; you'll need it in pristine shape for the next objective. A helicopter drops off Barry's friend in the park. Suddenly, everyone is under attack!

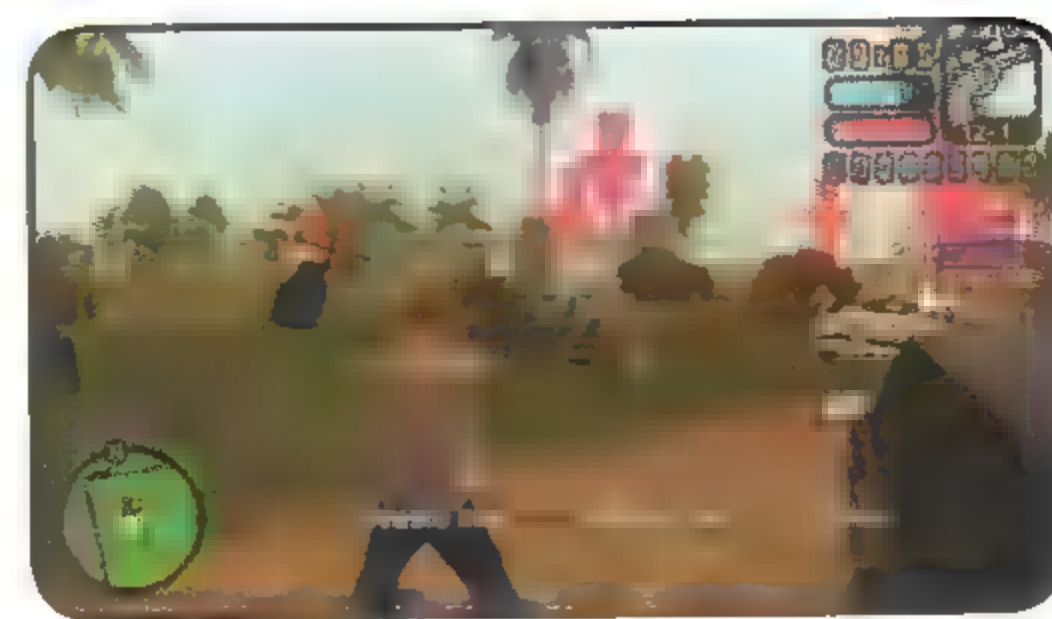






## WASTE THE THUGS BEFORE BARRY'S ACT DIES

You find yourself outside the limo, facing a slew of thugs with submachine guns. Target-select the closest one and fire your assault rifle. Scroll through the targets as you drop them one at a time. Phil's health meter appears on screen during this challenge. If this meter runs out, he dies and you fail the mission. An assault rifle does the trick and finishes the challenge quickly.



## PHIL COLLINS

Just when you were thinking this was the best Grand Theft Auto game ever, it takes a turn for the surreal. The "Phil" you're protecting is none other than '80s icon Phil Collins, who you've probably heard on the radio a dozen times by now. Awesome! Get back into the limo.



## TAKE PHIL TO HIS HOTEL

Sounds simple enough, but it's not. As you take to the roads, you soon run into some very aggressive thugs doing drive-bys. The limo is bulletproof, but only to a certain extent. You are *not* invulnerable. There's not much you can do but trust the strength of the stretch limo and try not to slow down. Don't try to drive-by the attacking enemies; this just distracts you from concentrating on the road and keeping up your speed. To complete the mission, zip along the most direct route to the yellow marker in front of the Marina Sands Hotel.



## PROPER MESSAGE

Gonzalez pages you after this mission. He invites you to go see him. This unlocks the Gonzalez mission strand. Follow the "G" icon on the radar and map to find him at the Leaf Links driving range.

## New Purchasable Item

A second lock icon appears at Sunshine Autos. You can now purchase the bulletproof stretch limo for \$1800.



## SAY CHEESE

### Overview:

Reni can be found in the back studio building on the movie lot. The studio is filming a commercial for chocolates. You will be their stunt driver.



### Objectives:

- ▶ Get on the Jet Ski.
- ▶ Follow the course through the checkpoints.
- ▶ Get on the bike and continue the course on land.

**Reward: \$850**

A. START (RENI'S STUDIO)

B. JET SKI

YELLOW LINE: COURSE ROUTE

YELLOW CIRCLES: CHECKPOINTS

C. JET SKI ROUTE ENDS, BIKE ROUTE BEGINS

D. BIKE

E. FINISH



## TIPS

### THE CHASE SHOOT

Head through the back gate, following the blue blip on the radar. Take the .357 and then get on the Jet Ski.



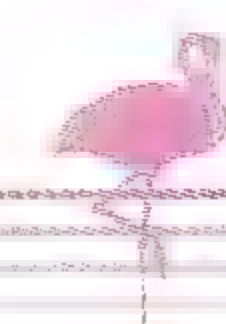
### FOLLOW THE COURSE

This mission is similar to the last action shoot you did for Reni, only this time it's on water. As you pass through the first checkpoint, the timer counts down. Each checkpoint you pass awards you five seconds to reach the next one. The faster you hit the checkpoints, the more leeway you buy yourself in case you mess up somewhere. We do *not* suggest taking this mission at night, because the narrow waterways are very difficult to navigate in the dark.

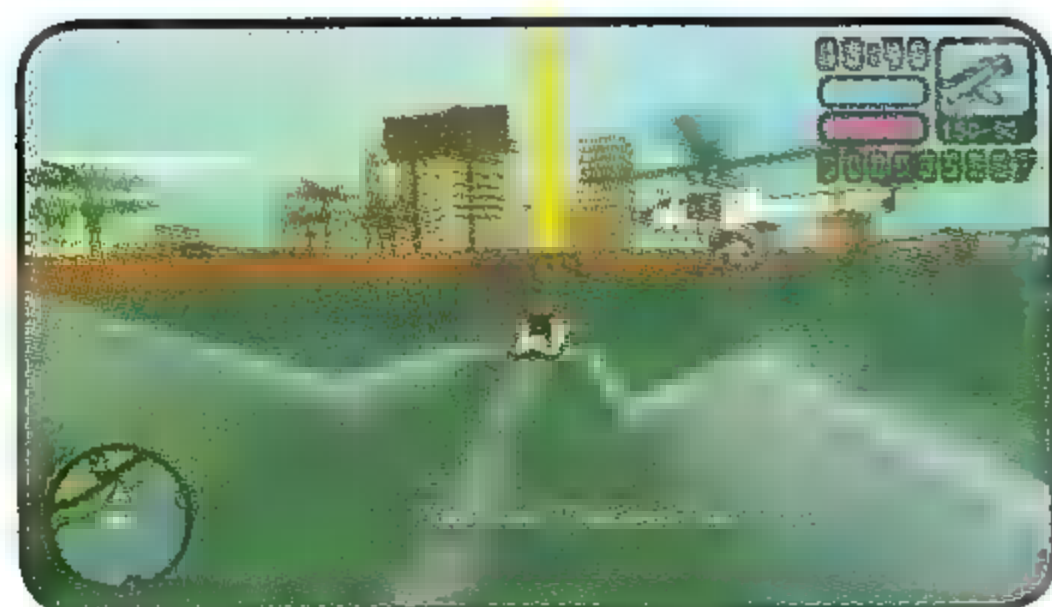


Try to keep up your speed so that when you hit the ramps, you have enough momentum to jump over the landmasses. Lean forward, as you would on a motorcycle, to gain a little more speed. Use the L and R buttons for sharper turns.





The last water ramp sends you onto land, where you must continue the course on a motorcycle. So don't overdo the speed, or you'll have to run too far to get on the bike. The timer does *not* stop during the mandatory vehicle change.



## Jet Ski Time Trials

If you return to the Jet Ski behind the movie studio, you can participate in the Jet Ski Time Trial. There are eight different races to play.

## CONTINUE THE COURSE ON THE BIKE

Follow the blue blip to the PCJ 600 and continue along the street course. Each checkpoint you pass adds five seconds to the clock. You cut through a corner hotel property and head for the Pay 'n' Spray in Ocean Beach. The course cuts through a motel, takes a sharp right back onto a street, and heads toward a green checkpoint marking the end. And that's a wrap!



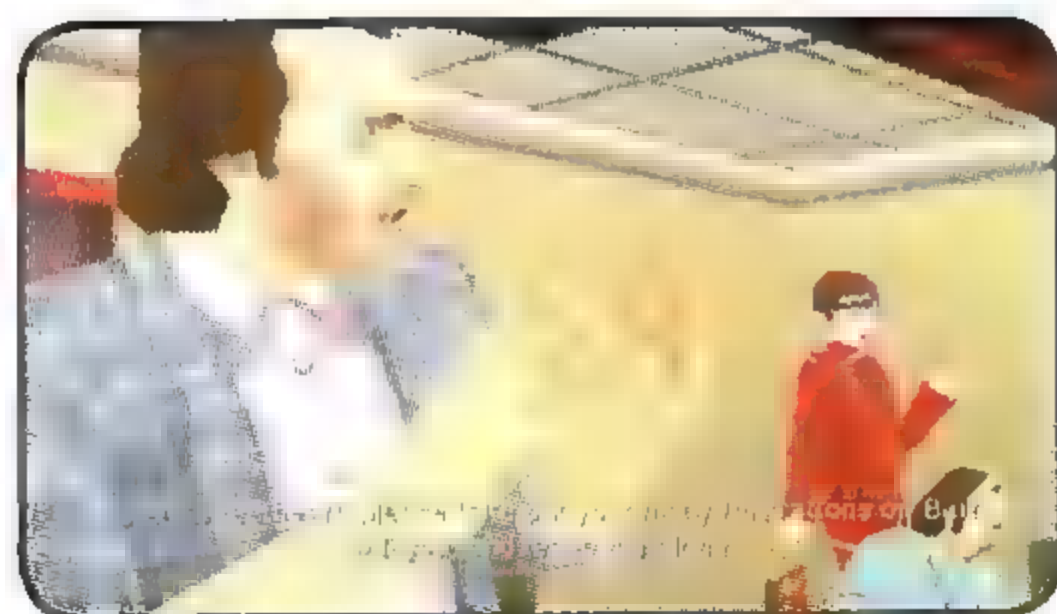
## Mission Availability

This puts an end to the Reni missions until you complete Gonzalez's "Purple Haze" mission.

## KILL PHIL PART 2

### Overview:

Phil Collins has to go to the arena to perform a sound check for his upcoming concert, and he's worried someone will try to kill him. You're sent over to check on security.



### Note:

This mission isn't available until after you complete Gonzalez's "Purple Haze" mission. Before you take this mission you should have full armor and health, along with a sufficient amount of assault rifle ammo. This is a timed mission, and there's not much time to stop for supplies on the way.

### Objectives:

- Go to the stadium.
- Check out the security at all 5 locations.
- Kill the hitmen.
- Get the basement keycard.
- Go to the basement.
- Kill the remaining assassins before Phil Collins arrives.

- A. START (RENI'S STUDIO)
- B. HYMAN MEMORIAL STADIUM
- C. CHECK SECURITY (5 LOCATIONS)

**Reward: \$1,500**



## TIPS

### HYMAN MEMORIAL STADIUM



This is a timed mission. Take Reni's Deluxo and follow the yellow blip to the stadium Downtown. Phil Collins arrives at 17:30 for his sound check, and you must have dealt with the security issues by then.



The yellow marker to enter the stadium is located on the top level of steps. Once you're inside, you see a cop get gunned down by a thug in a black suit. Also, a bicycle is propped up against a nearby wall.

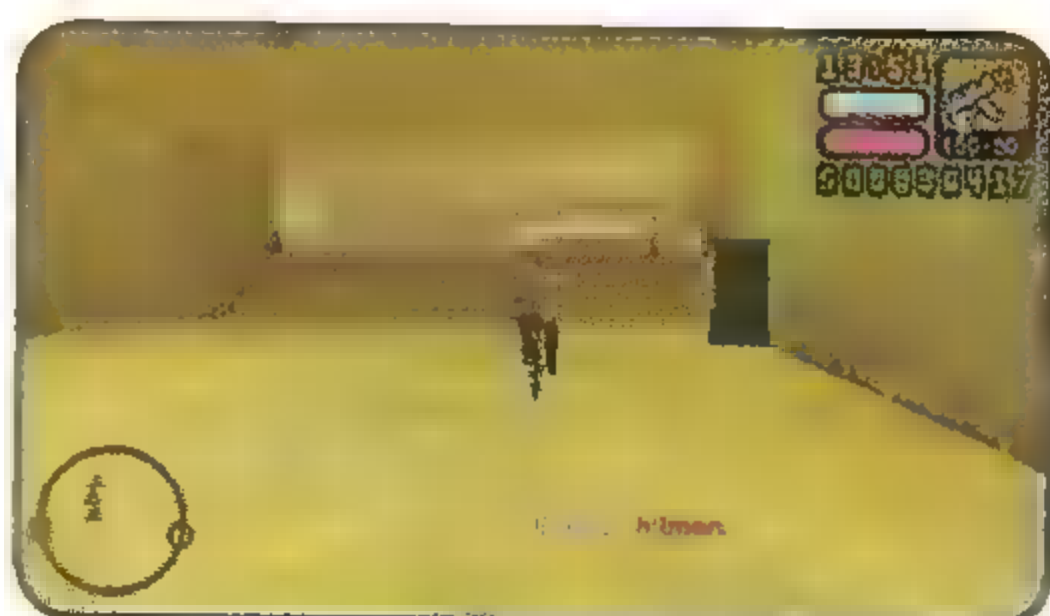
### SECURITY CHECK

Five yellow blips appear on the radar and map. You must check all of these locations. Remember, you're racing against the clock. Ride the bicycle to get to these locations quickly. Begin by heading in the direction the bike is facing.



### FIRST HITMEN LOCATION

Pedal quickly down a set of small steps and stop the bike at a second set of steps. Jump off the bike, select the assault rifle, and begin taking down the hitmen in the open area at the top of the stairs, starting with the guy closest to you. Scroll through your targets until all four hitmen in this area are dead. Jump on your bike and pedal quickly to the next security checkpoint.



### SECOND HITMEN LOCATION

As soon as you reach the next set of steps, repeat the clearing procedure you used at the last checkpoint. If you have plenty of ammo for your assault rifle, pedal quickly to the next location. If not, pick up the hitmen's dropped weapons.



### THIRD HITMEN LOCATION

At the main stage, continue to the closest yellow blip on the radar across the stage. Get off your bike just before the red curtain on the opposite side of the stage. Enter the area beyond the curtain on foot.



Quickly target and shoot the hitman at the top of the ramp on your right. Sprint to the top of the ramp and shoot the remaining hitmen around the main stage and drum riser. Get back on the bike, then pedal up the ramp and off the stage toward the next yellow blip.

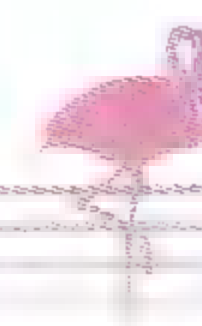


### SECURITY CHECKPOINT 4: ARMOR

In the next clearing, you find Armor instead of hitmen. Take it and pedal to the final checkpoint.







## FOURTH HITMEN LOCATION



At the fifth checkpoint, you find another group of four hitmen. Take care of business and collect the basement keycard from one of the dead hitmen. The green blip on the radar shows the keycard's location.

## BASEMENT SECURITY CHECK

Take the keycard and head to the basement access elevator (follow the yellow blip). Enter the elevator. In a cinematic, you see the hitmen in the basement with a huge bomb. They intend to blow up Phil. If that happens, he'll really be "Inside Out," "Thru These Walls," and "In the Air Tonight." Gabriel must be behind this!



At the end of the elevator hallway is a large room with 10 assassins. Walk up slowly to the entrance, then target and shoot the two assassins guarding the doorway. Step up to the entrance, press the targeting button, and shoot at whoever is targeted. Scroll through the three assassins. You should have killed five assassins before entering the room.



When you can't target any more of them from the doorway, run into the room to the left, turn to the right, then target and shoot the assassins standing behind crates. There are two. Run to the back-right side and shoot the three assassins behind crates on the back-left side of the room. That's 10. Once they're all dead, the mission is complete. Phil is safe to play the show.



## MISSION LOG

After completing this mission, you receive a page from Reni. He has told Ricardo Diaz good things about you and he wants to meet you. This opens the Diaz mission strand.

## Mission Availability

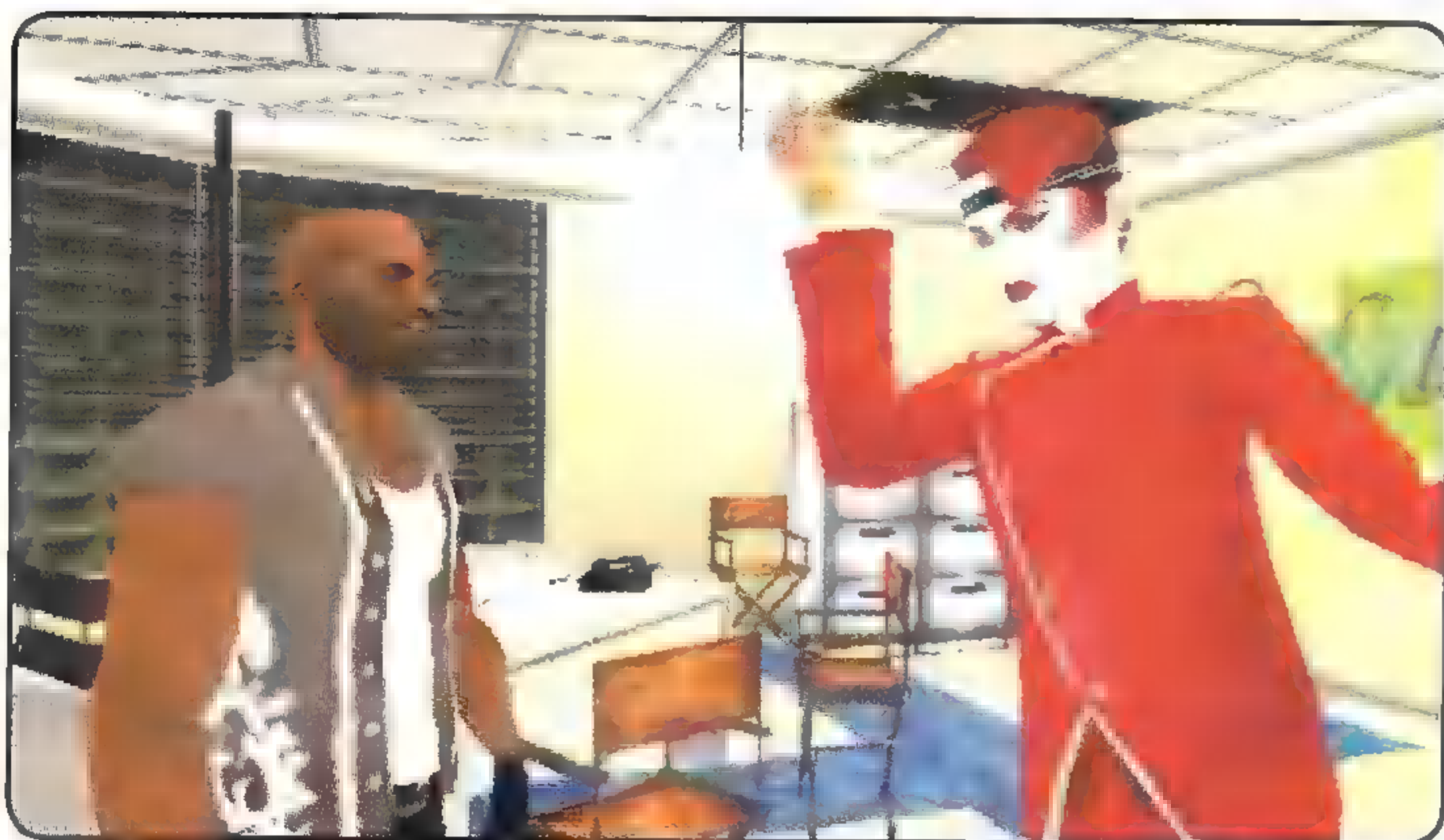
You can't get any more Reni jobs until you complete Lance's "Blitzkrieg Strikes Again" mission. As mentioned previously, Diaz's mission strand is now open.



## SO LONG, SCHLONG

### Overview:

Diego Mendez is angry at Reni for putting you in contact with Diaz. Now he wants Reni dead. Reni knows that Mendez's men are coming for him and has decided to get surgery. A new, fourth sex change is his only chance at avoiding the assassins.



### Objectives:

- ▶ Don't let Mendez's men discover that Reni isn't at the film lot.
- ▶ Save Reni, who's near the Malibu Club.
- ▶ Kill Martinez's goons.
- ▶ Take Reni to the hospital.

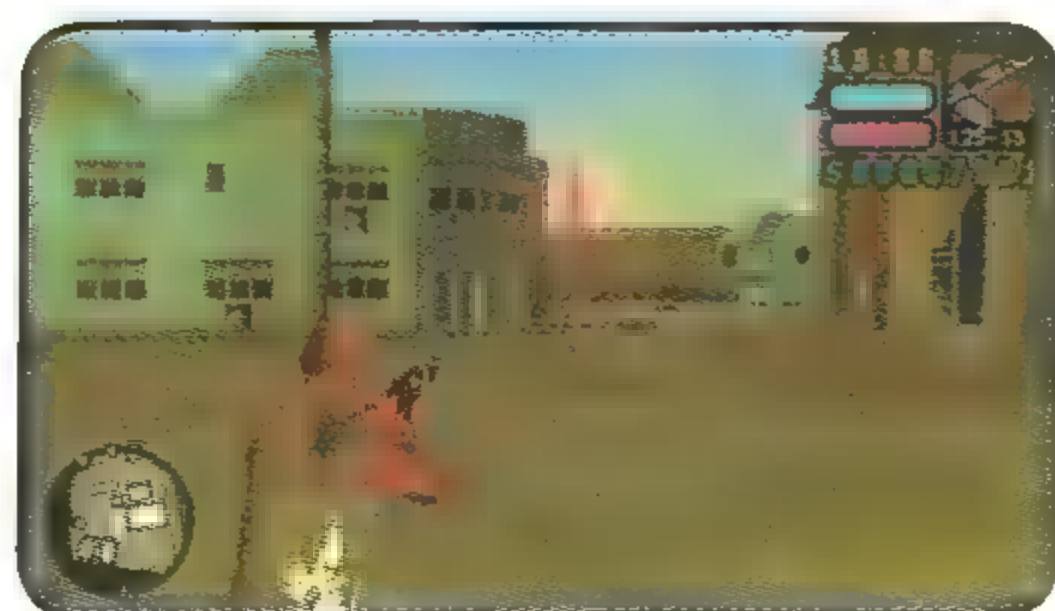
**Reward: \$1,000**

- A. START (RENI'S STUDIO)
- B. MALIBU CLUB
- C. HOSPITAL

### TIPS

#### DEFENDING THE STUDIO

There are two entry points into the film lot. Select an assault rifle, and stand close to the open hangar-like studio with the golf cart nearby. From this location you can target, shoot, and kill all of Mendez's men entering your location from the front gate, the side path to the right of the gate, and the path to your extreme right as you face the gate. Do *not* let these men enter the studio hangars and see that Reni isn't there.



#### RENI'S PAGE

Conserve ammo by plugging just enough bullets into the enemy to kill them. With the AK47, this is three bullets. Watch the radar and continually press the targeting button to target the closest enemy. Reni pages you when you've adequately defended the film studio from invaders. At that point, you no longer need to kill any more intruders. Reni says that he's holed up near the Malibu Club. The assassins have Reni cornered. Reni's health appears on screen. You must rescue Reni before the meter runs out or you fail the mission.







## SAVING RENI

Take Reni's Deluxo and follow the blue blip to the apartments where he's holed up. You can enter the courtyard between the apartment buildings from either the east or west side. Find the narrow walkway to the courtyard in the middle of the apartment buildings (on either side). As you enter, a cinematic shows Reni surrounded and under heavy fire.



If you don't reach Reni soon, the car he's behind blows up from the gunfire. The best thing to do is to have an assault rifle in hand, run right up to the goon on the west end of the courtyard, and blow him away quickly. Then sprint to Reni to defeat the other three goons before their bullets catch his car on fire.



## TAKE RENI TO THE HOSPITAL

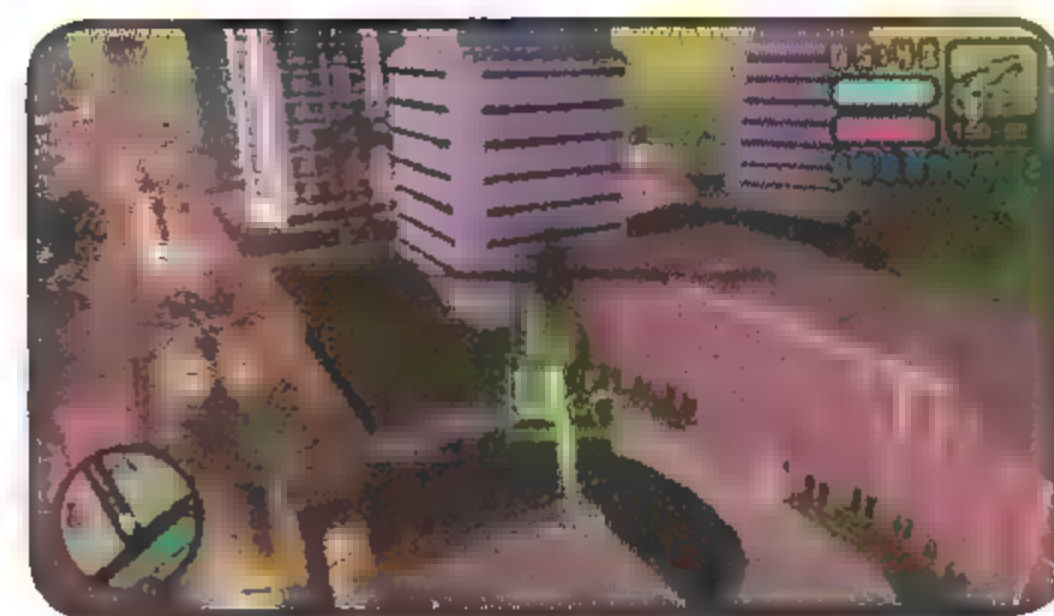
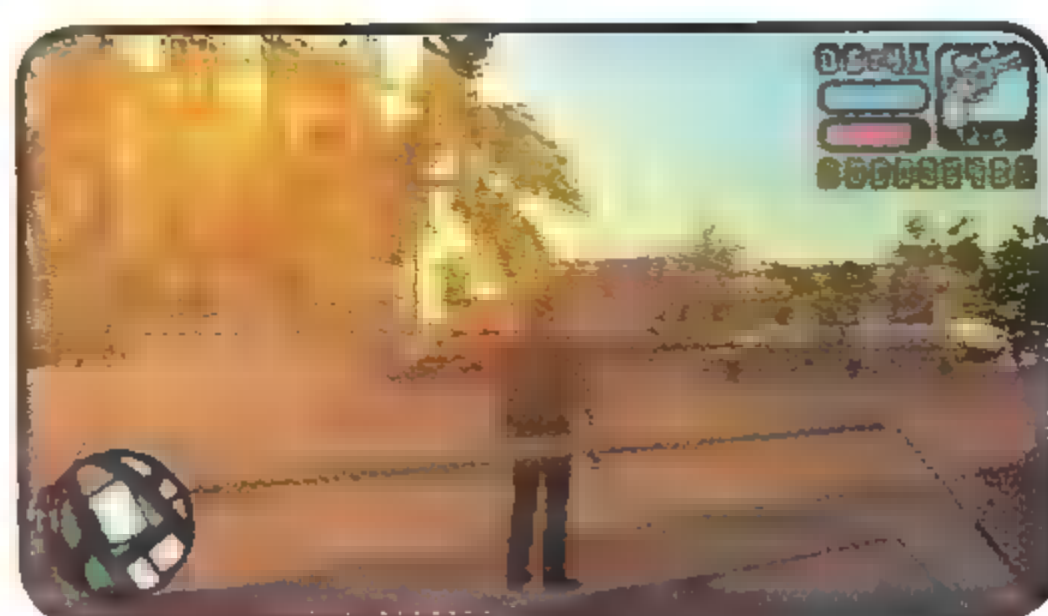
Once all the assassins are dead, you need to find the best vehicle (one with tires that aren't blown) and follow the yellow blip to the hospital so Reni can get his sex change operation. However, it's not that easy. On your way to the hospital, Martinez sends more goons in cars. They have some serious firepower, and Reni alone can't hold them off. Your car's condition is the issue.



## POLICE CHOPPER TRICK

Try this: Drive directly to the police station, then proceed up the back steps to the raised parking lot. Take the helicopter from the rooftop helipad, allowing Reni to enter, and then fly to the hospital. If you fly high enough, the carloads of goons cannot bother you.

If you have difficulty even getting to the police station, try driving south along the beach, heading straight from the apartment courtyard. The goons will not bother you on the beach. Drive south until the police station is due west. Then speed along the most direct route to the police station and take the helicopter.



### PICTER MESSAGE

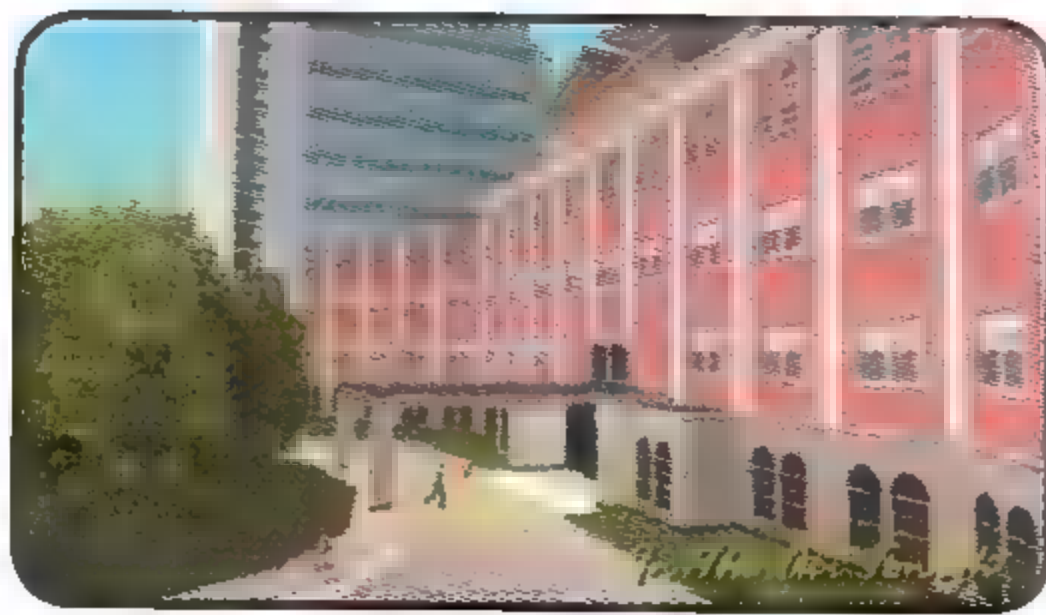
After you complete this mission, Phil pages you. He thanks you for helping Louise out of her situation with Martinez.



## IN THE AIR TONIGHT

### Overview:

Reni has just left the hospital after his... uh, *her* sex-change operation. You're asked to take Reni to the airport on your way to the stadium, where Phil Collins is performing. On the way to the airport, Mendez's goons try to assassinate Reni. When you get to the stadium, more Mendez goons try to kill Phil by sabotaging the light rig above the stage.

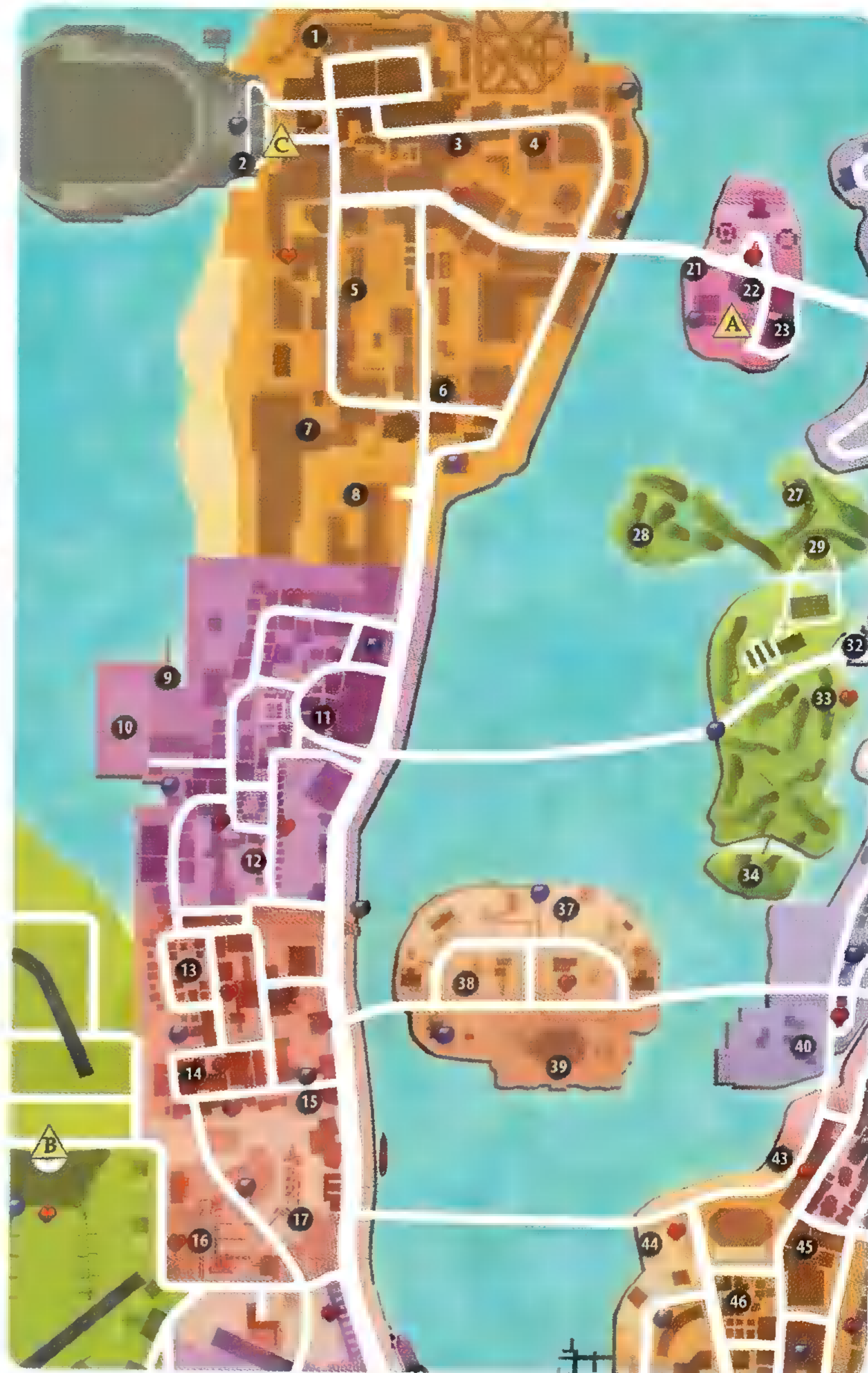


### Objectives:

- ▶ Take Reni to the airport.
- ▶ Get to Phil's concert at the stadium.
- ▶ Enter the stadium.
- ▶ Stop the saboteurs from cutting the light rig cables.

**Reward: \$3,000**

- A. START (RENI'S STUDIO)
- B. AIRPORT
- C. STADIUM



## TIPS

### AIR AMBULANCE



Head around to the back of the hospital and enter the Air Ambulance on the hospital's helipad. Follow the yellow blip to the airport. As you approach the airport, Martinez's goons show up again. They won't leave you alone. Just imagine if you'd taken a car to the airport! It goes without saying that escorting Reni in a vehicle makes this mission much more difficult.



Land the chopper as close to the terminal entrance as you can without damaging it and blowing up Reni. If Reni dies, you fail the mission. Once you're on the ground, sprint to the yellow marker—with or without Reni. Reni doesn't have to be by your side, but she does have to be alive when you enter the yellow marker. Then you say goodbye to Reni as she flies off to Europe to conquer the adult movie business.





## CHECK YOUR WEAPONS AT THE DOOR

If you took a helicopter to the airport, take the same helicopter to the stadium for the Phil Collins concert. If someone jacked it during the cinematic, you can find plenty of helicopters around the airport. There's a Maverick parked just through the gates to the left. Follow the yellow blip to the ground-level doors on the southeast side of the stadium. Your weapons are checked at the door—you're weaponless inside.



## PHIL COLLINS CONCERT

When you enter the stadium, Phil's show has already begun and Barry can't believe you're late. He's worried that Giorgio is going to attack Phil during his show.

Suddenly, you spot someone running around the light rig above the stage and go to investigate.

## STOP THE SABOTEURS

When you get to the rig, you see Mendez's goons sawing at the cables that hold it up. If enough wires are cut, the rig will fall onto Phil!

A couple of saboteurs appear on the gantry at a time (with pink arrows over their heads). You must use hand-to-hand combat to stop these goons. More goons drop onto the gantry as the mission progresses.



There are two meters on screen: Light Rig Stress and Cable Damage. You need to fight quickly to keep both of these meters as low as possible. The cable locations are highlighted on the rig with little yellow markers. Each cable can take a certain amount of damage. When a goon kneels to attack a cable, the Cable Damage meter shows how much damage is being caused. When



the meter is full, the light rig falls a short distance. The Light Rig Stress meter shows how much overall damage is being caused to the rig. If five cables are cut, the rig crashes onto the stage and you fail the mission.

Sprint to a goon, target-select him, and then let him have it. Use the and buttons for a variety of attacks. Press to block. If you can get behind the goon, you can perform a neck-break move, which really puts an end to the fight quickly. Do the neck-break by pressing to grab and then very quickly following with another .

Use the radar to locate the enemy. They appear as red blips. Sprint to them and attack before they cut a cable. Once you defeat all the assassins, the mission is complete and Phil Collins lives.

### PRIMER MESSAGE

When you complete this mission, you get a page from Louise. She wants to go on a real date. She says she'll meet you at Lance's.

## Phil Collins Concert Tickets

When you complete this mission, it places a lock icon on the first level of steps at this stadium. Step into the lock icon to purchase tickets to the Phil Collins concert here at the stadium. Tickets cost \$6,000. (And that's not a scalper's price!)



## RICARDO DIAZ

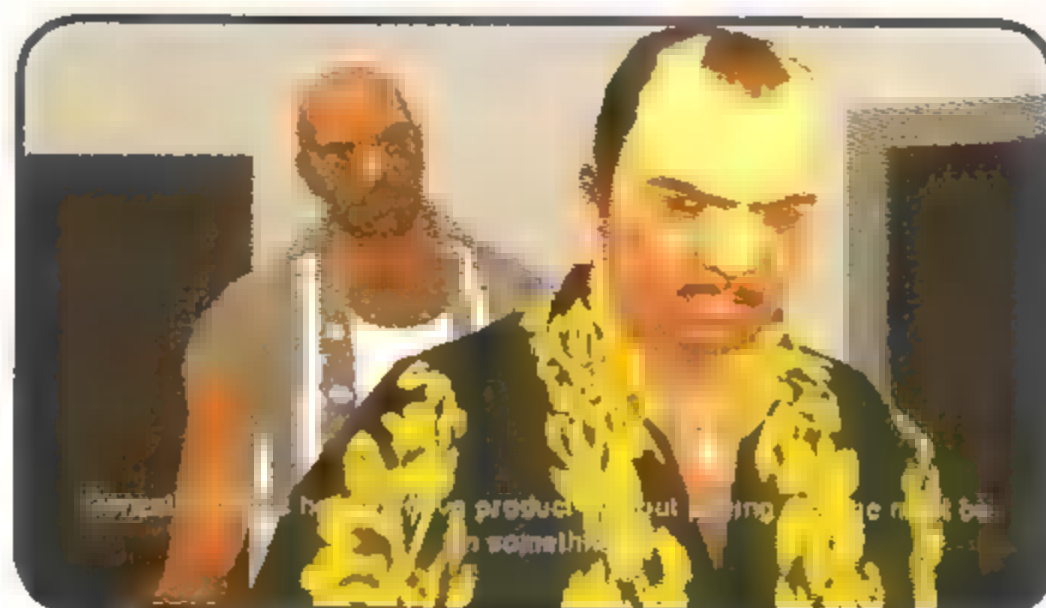
You may remember this drug lord from *Grand Theft Auto: Vice City*. He was known as "Mr. Coke." He lives in that big mansion on Starfish Island, although some wings remain to be constructed. Unfortunately, his indoor pool in the back is incomplete, which means you can't get inside or get access to his helipad unless you drop down on it in a helicopter.



## STEAL THE DEAL

### Overview:

Just as you're about to explain to Diaz that you want out of the business, Lance enters the room. Diaz is concerned about Gonzalez making secret drug deals behind his back with his coke. Diaz wants the drugs, but he doesn't know where the shipment is being kept. Lance has a few ideas where Gonzalez's out-of-towners may go to kill a few hours.



### Objectives:

- ▶ Stake out the strip club.
- ▶ Follow Gonzalez's goon.
- ▶ Follow Gonzalez's goon on a Jet Ski.
- ▶ Get into the drug boat.
- ▶ Take the boat back to Diaz.

**Reward: \$1,500**

- A. START (DIAZ MANSION)
- B. STRIP CLUB
- C. SWITCH TO JET SKIS
- RED LINE: ROUTE OF GONZALEZ'S GOON
- D. HOLIDAY HOME HUTS (DRUG BOAT)
- E. DIAZ'S DOCK



## TIPS

### STRIP CLUB STAKEOUT

Take Diaz's Cheetah, then follow the yellow blip to the Ocean Beach strip club. After the courier drives off, follow him, keeping a safe distance. He appears on the radar as a red blip. If you get too close or too far away, you receive a warning. If you do not heed the warning, you fail the mission.



### JET SKI CHASE

The goon leads you to the Vice Point fairgrounds. He exits the car, gets on a Jet Ski, and takes off. Exit the vehicle (yes, you can leave Lance behind now) and get on the remaining Jet Ski docked at the same pier. Pursue the goon on the water. If you're quick getting to the Jet Ski, you may need to wait before the goon really gets going. Otherwise, you risk running up on him and being spotted. (The AI gives you some leeway as the goon floats idly near the bridge, giving you time to get on the Jet Ski.)



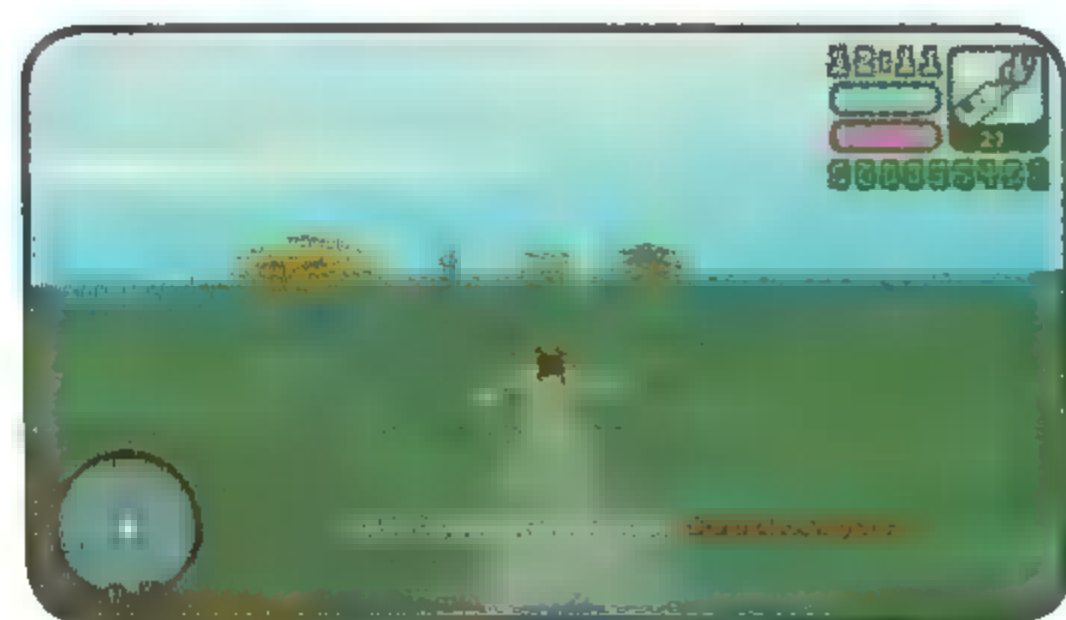




The goon heads south on the Jet Ski to the Holiday Home Huts at the southernmost part of the map. These are some piers and huts that are a distance from land. Along the way, he alters his speed. You may be used to skiing at a medium clip, but he really pushes the throttle as he gets into open water. Lean forward to get a little additional speed. Sometimes he performs a big circle around the bridge supports. Keep an eye out for this. It could cause you to get too close or too far away during this tricky maneuver.



## HOLIDAY HOME HUTS



The shipment of drugs is hidden on a speedboat docked at the Holiday Home Huts. This area is heavily guarded by patrol boats and soldiers along the docks. Use your map to locate the cluster of sentries. Use your radar to track the movement of the boats encircling the area.

## COMMANDEERING THE DRUG BOAT

The best approach is from the south. Ski far around the perimeter of the area without being spotted. On the south side of the huts and docks is a long wooden ramp. Drive your Jet Ski up this ramp onto the docks with a decent amount of speed. Jump off the Jet Ski and shoot the guards on the nearby docks with an assault rifle. Don't overlook the guard in the tower near the boat ramp. Follow the docks to the drug boat (blue arrow overhead or blue blip on the radar), or simply jump and swim to the boat. Press while next to the boat, in or out of the water, to enter.



## TAKE THE BOAT BACK TO DIAZ

Exit the docks the way the boat is facing. Take it easy on the way out. There's a dock sticking out in front of the boat that you must navigate around, or you could dry-dock the boat and fail the



mission. Once you've made it out of the docks, gun it! Go full throttle due north toward the yellow blip on the radar, and sail into the yellow marker at Diaz's place.

## THE EXCHANGE

### Overview:



Diaz wants to secure a deal with the DEA to get a hold of some weapons. He cuts his coke to give the DEA what they were promised, plus he keeps a little for himself. He sets up a meeting with them and sends you to secure the deal, along with a bunch of his other guys. Gonzales gets news of the deal and wants to ensure it doesn't go through. He puts his men in sniper positions around the meeting area to take out Diaz's men.

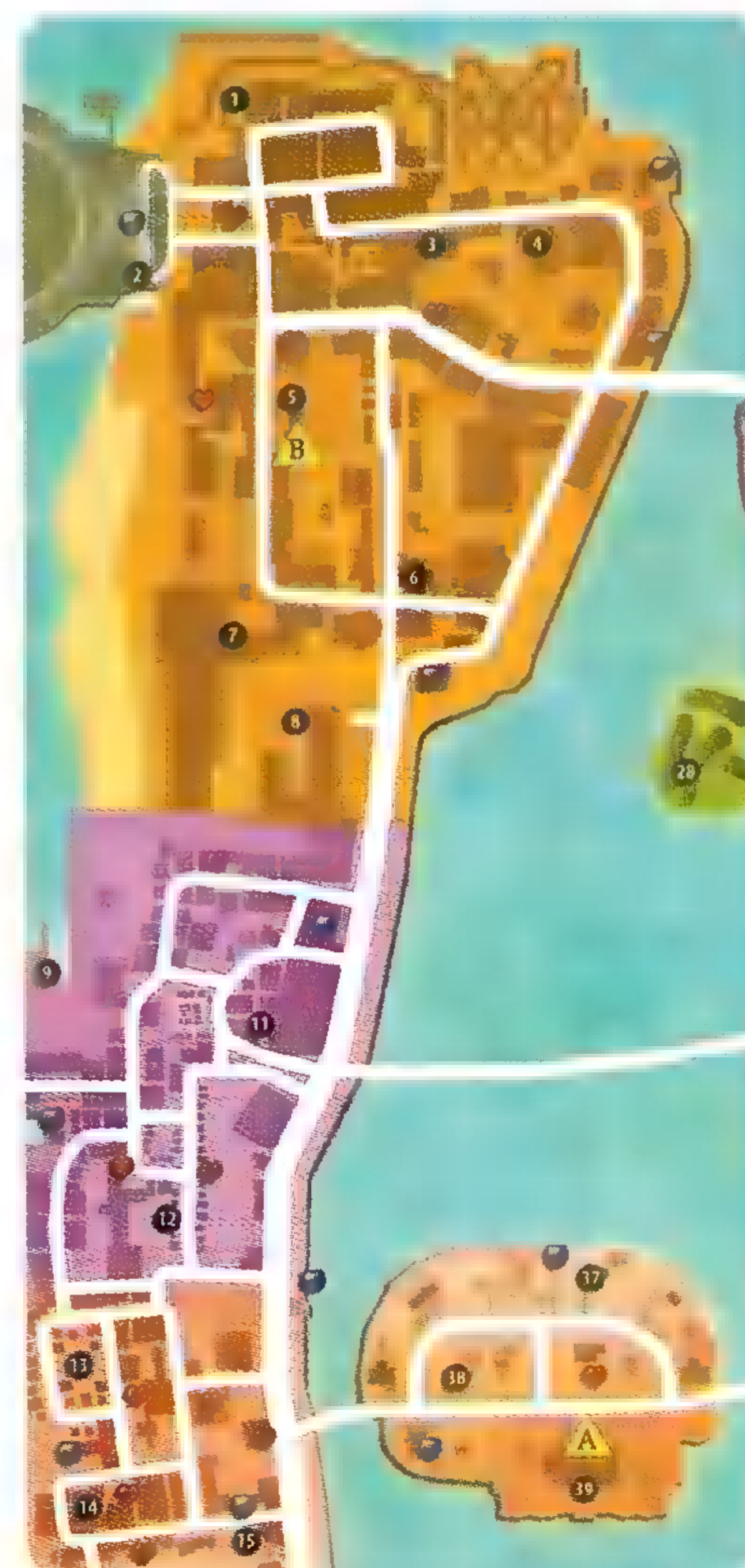
### Objectives:

- Drive the drug van to the meeting place.
- Take the sniper rifle and shoot Gonzalez's snipers.
- Take the weapons truck to Diaz.
- Park the truck in his garage and then exit the garage.

**Reward: \$1,750**

A. START/FINISH (DIAZ MANSION)

B. MEETING POINT

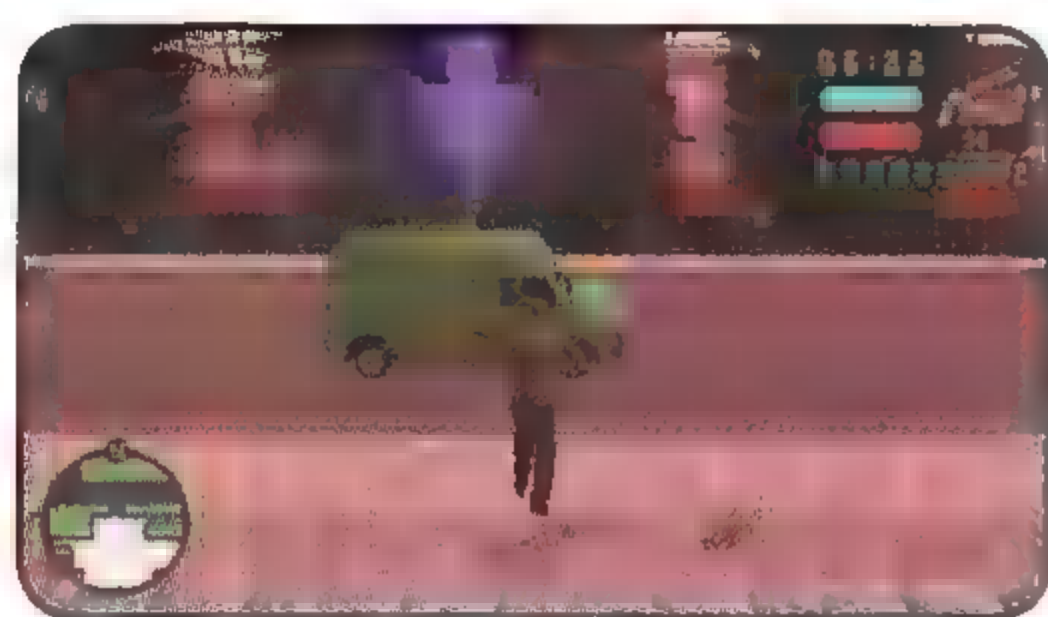




## TIPS

## THE MEET

Enter the drug van at the bottom of Diaz's steps, then drive to the meeting place Downtown (behind Lance's old hotel). Follow the yellow blip to find the meeting location. If the van is destroyed, you fail the mission.



## THE AMBUSH

When the meet is about to begin, you and Diaz's men come under sniper fire. Grab the nearby sniper rifle and begin shooting the snipers, indicated on the radar as red blips and in the game with pink arrows over their heads. This is a timed segment. You must defeat all eight snipers before the DEA arrives, which is indicated as a white Time meter.

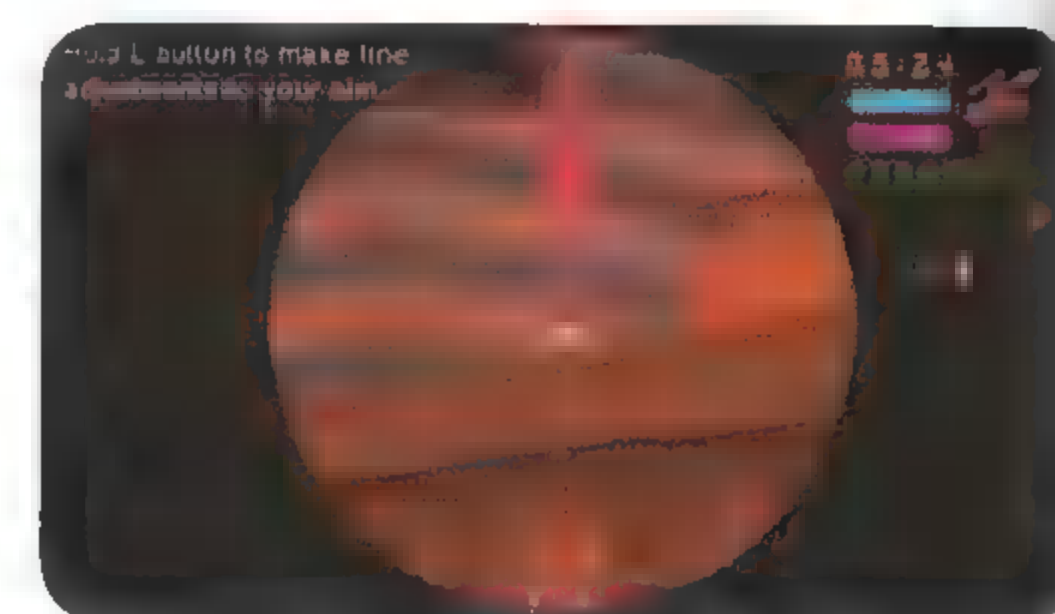


## SNIPING SNIPERS

You are given the laser-scoped sniper rifle, which has an incredible rate of fire for this kind of weapon. Press the R button to bring the scope to your eye. You cannot fire without using the scope. You have unlimited ammo, so pull the trigger as often as needed to take a target down. Just one direct hit on any part of their body is a kill.



You can take out many of the targets from the position where the sniper rifle was located, but you may not be able to set your sights on all of them because the drug van or a light pole may block part of your view. Shoot as many as you can from this position, and then move to get a visual on the others. The snipers are on top of many of the surrounding buildings. Use the target locator on the sniper scope to help locate the enemy without using the radar, which is not on screen while you're looking through the scope. For more precise aiming, press the L button to slow the aiming movement.



## TAKE THE TRUCK BACK TO DIAZ'S

Once all the snipers are gone, the timed portion of the mission is over. Take the flatbed truck with the weapons back to Diaz, following the yellow blip. As you leave the back of the hotel, and before you even reach King Knuts, Gonzalez's gunmen attack the truck. Diaz's man riding shotgun fires on them when they get near, but his feeble attempts at destroying the cars are useless. You must concentrate on avoiding head-on collisions and bullet damage, while speeding directly to Diaz's place.



## AVOIDANCE TRICK

The truck won't last long under so much enemy fire. If you have difficulty, try using the wooden ramp out of the back of the hotel parking lot. This places you in a narrow alley that allows access to Bayshore Avenue, just north of the fire station. From there, it's a straight shot to the bridge, using the grass to keep away from the enemy.







Try driving along the roadside grass as you travel north beyond Downtown on Bayshore Avenue. Avoid the trees, and only get back on the road to enter the bridge to Starfish Island. This trick often works on AI pursuers; they don't see you there, for some reason. This buys you plenty of "non-damage" time along the way. Then



it's just a straight haul to Diaz's place. Pull into his driveway, go into the garage beyond the yellow marker, and then exit the garage to complete the delivery and the mission.

## TICKET MESSAGE

Gonzalez pages you after this mission. He begs to see you one last time. This reopens Gonzalez's mission strand.

## DOMO ARIGATO DOMESTOBOTO

### Overview:

Lance and Diaz are partying together, talking about borrowed money. Lance is the borrower. This is business you've been left out of. Diaz has a job for you. He wants you to destroy the Mendez bearer bonds to forgive Lance's debts. Lance is too messed up to help, as usual. You must take care of Lance's business.



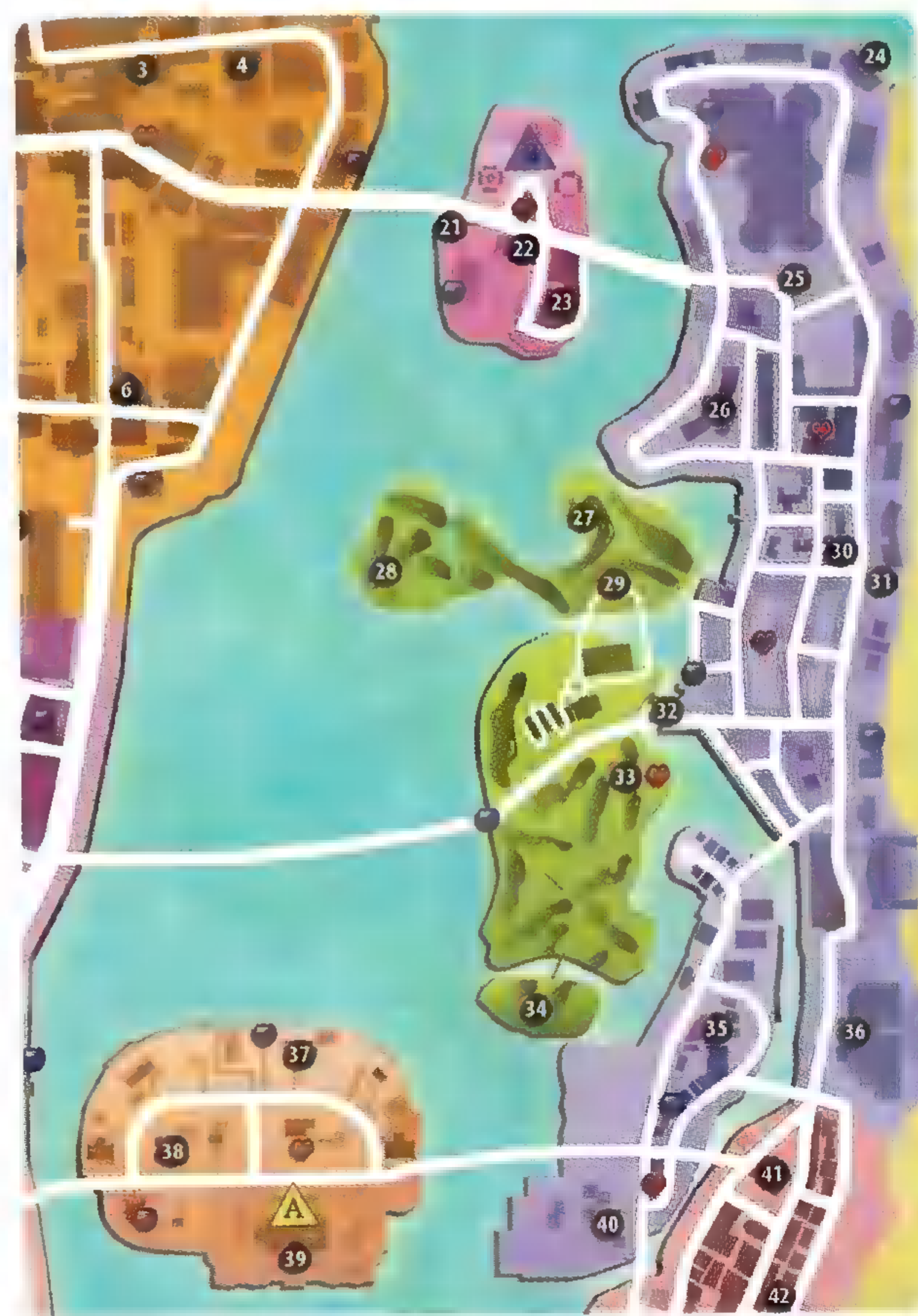
### Objectives:

- Go to Mendez's place on Starfish Island.
- Enter the tech truck.
- Control Domestoboto to fulfill Mendez's needs, and then destroy the bonds.

**Reward: \$2,000**

A. START (DIAZ MANSION)

B. TECH VAN (MENDEZ MANSION)



## TIPS

### DOMESTOBOTO

Get into the van parked outside the Mendez mansion on Starfish Island (follow the blue blip). This puts you in control of Mendez's domestic robot, Domestoboto. You must use the robot to find and crack Armando's safe.



The robot is controlled like a car. It has several different arm modes (the green digital text) that you scroll through using the L and R buttons. These modes include a pleasure arm, a grabbing arm, a cleaning arm, and a lighter arm for lighting cigars.

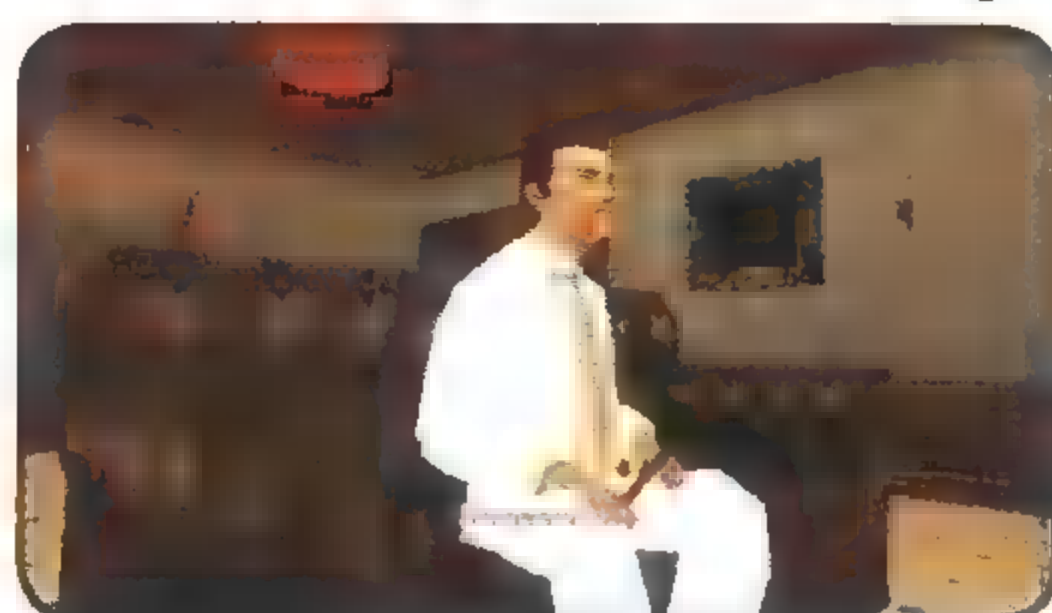




Shortly after you take control of the robot, Armando shouts from the lounge and asks you do a menial task for him. He's not a patient man, so it's best to do this as quickly as possible. If you fail to do the task in time, he'll destroy the robot.



If he asks you to clean a room, select the cleaning arm. A rotating brush appears in front of you. Drive over the trash piles, which appear as green blips on the radar. Cleaning the toilet is a special case—the cleaning is done in a short cinematic.



If he wants you to fetch something, select the grabber arm and drive to the indicated object. You pick it up automatically. Then take the item to Armando. When you drive up to him, he takes it.

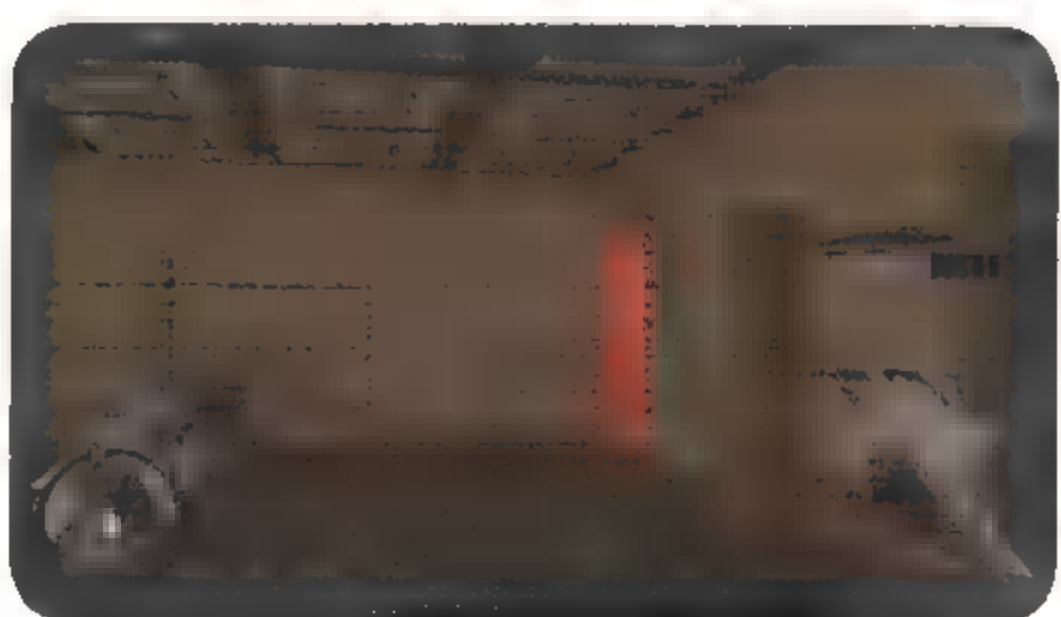


If he asks you to light his cigar, select the lighter arm and drive to Armando to light his cigar automatically.

## SAFE STRATEGY

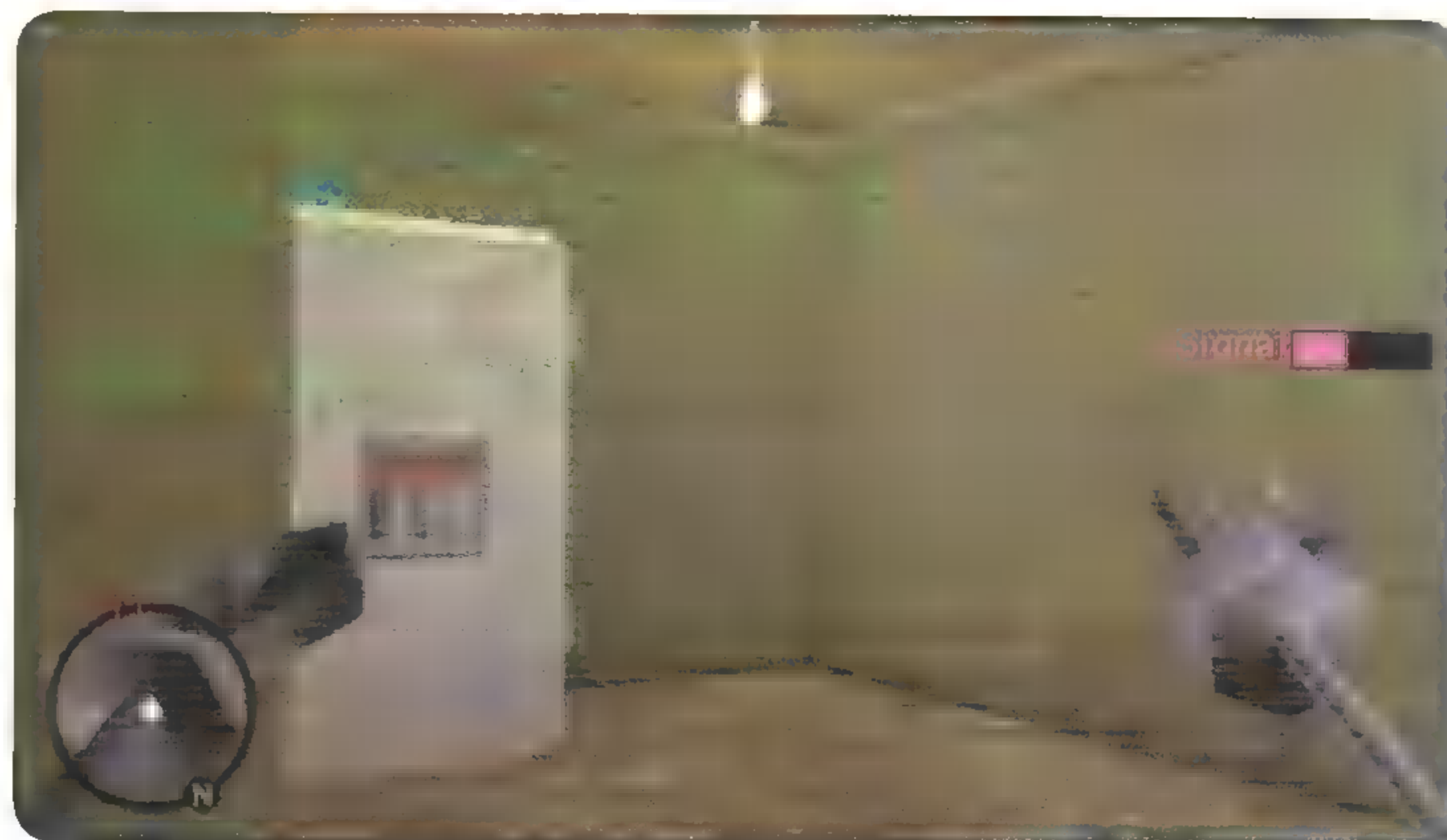


The quicker you do the initially requested task, the longer the delay before Armando calls again. If you're quick, you only have to do one task for Armando before you can reach the safe.



The safe is located in the basement: Enter the room on the first floor that's next to the bathroom. Enter the doorway in the back-right corner of the room. Move into the yellow marker and you're in the basement. Head forward and take a right. You can't miss the safe; it's as big as a refrigerator.

When you reach the safe, make sure the comm's arm is selected (it's next to the pleasure arm) and you go into safe-cracking mode automatically. You have to guess the safe's 4-digit code.



When you enter a code, indicators to the left show how many digits are correct, correct but in the wrong place, or incorrect altogether. Using the indicators, you have 20 attempts to guess the code. If you run out of attempts, Armando will destroy the robot. He can also call you while trying to crack the code, so be quick. The correct code is **8423**.



After the safe opens, you must set the contents on fire using the lighter arm. Select the arm and move forward to burn the bearer bonds. A cinematic then shows Armando destroying the robot out of anger. But it's served its purpose—Armando's bearer bonds are ashes.

## Civil Asset Forfeiture Impound

When you complete this mission, you're reminded that the Boxville you're in is a Civil Asset Forfeiture Impound vehicle. If you feel like taking the drive, drop it off for some cash, and work toward completing that task.



## OVER THE TOP

### Overview:

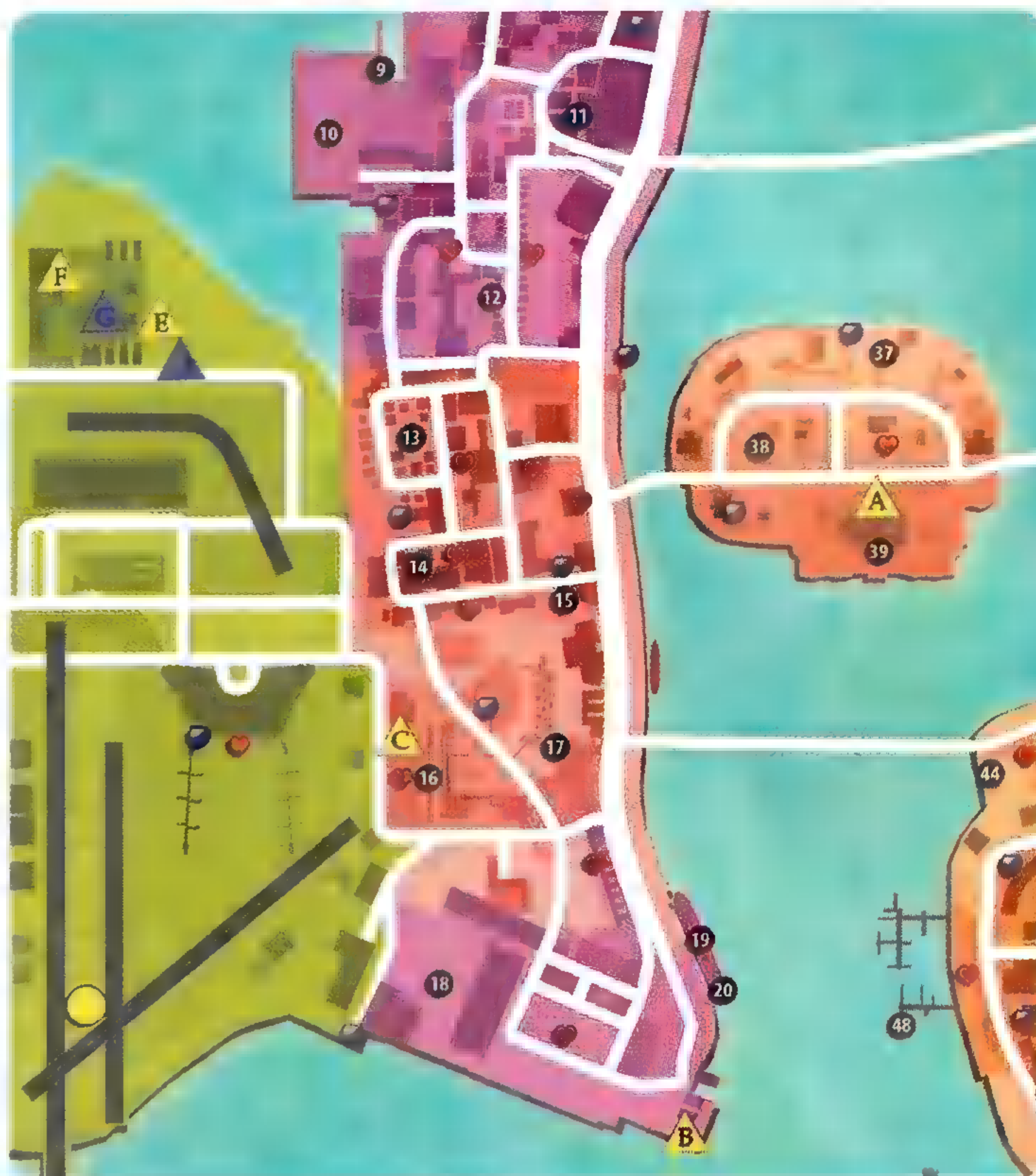
Diaz wants to take down the slimy Mendez operation once and for all. His contacts tell him that the army just took delivery of some new attack helicopters. Diego, the surviving brother, is in his Downtown high-rise HQ. The only way to get to him is with one of the Hunter gunships. Vic knows just the fellow to help him break into the base: Phil.



### Objectives:

- Get to Phil's place.
- Go to the airport car park and steal a big rig.
- Meet Phil at Fort Baxter, and then use the rig to get over the perimeter fence.
- Open the helicopter compound and steal the Hunter gunship.
- Fly the Hunter back to the Diaz mansion.

**Reward: \$3,000**

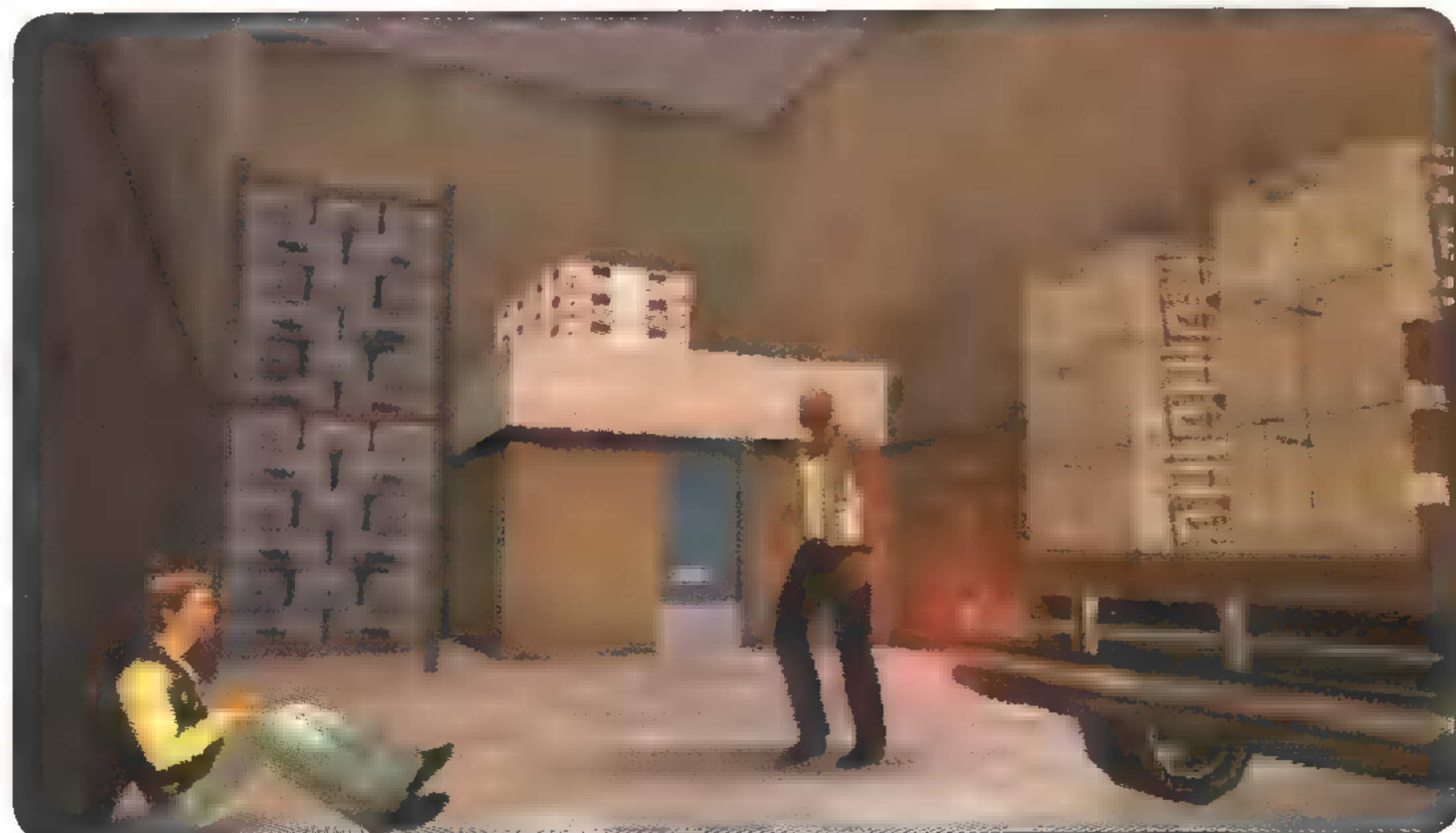


- |                                |                         |
|--------------------------------|-------------------------|
| A. START/FINISH (DIAZ MANSION) | E. PARK LINERUNNER HERE |
| B. PHIL'S PLACE                | F. ADMIN BUILDING       |
| C. AIRPORT CAR PARK            | G. HELICOPTER           |
| D. MEET PHIL OUTSIDE BASE      |                         |

## TIPS

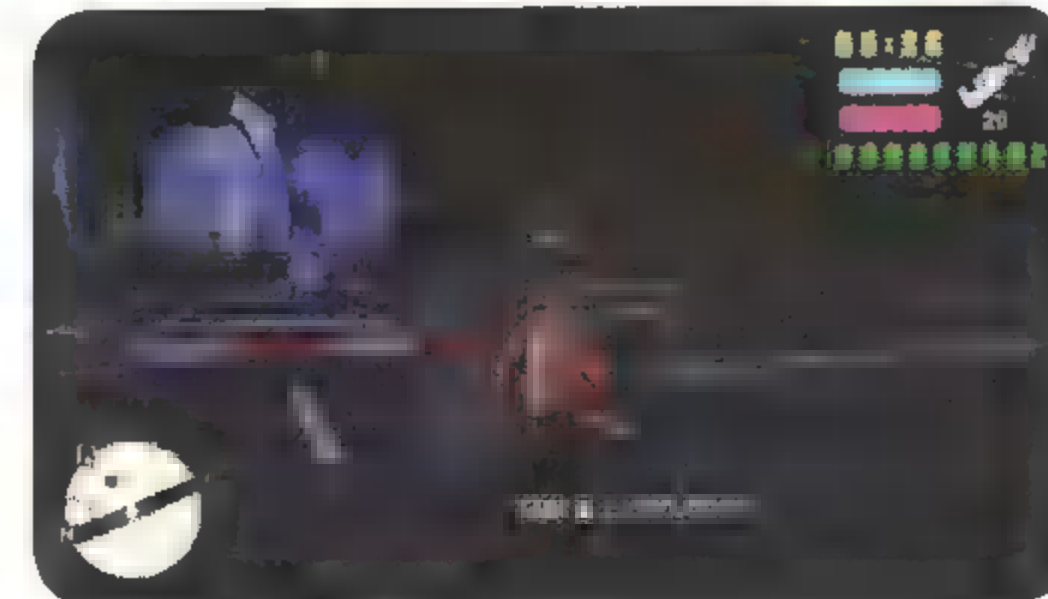
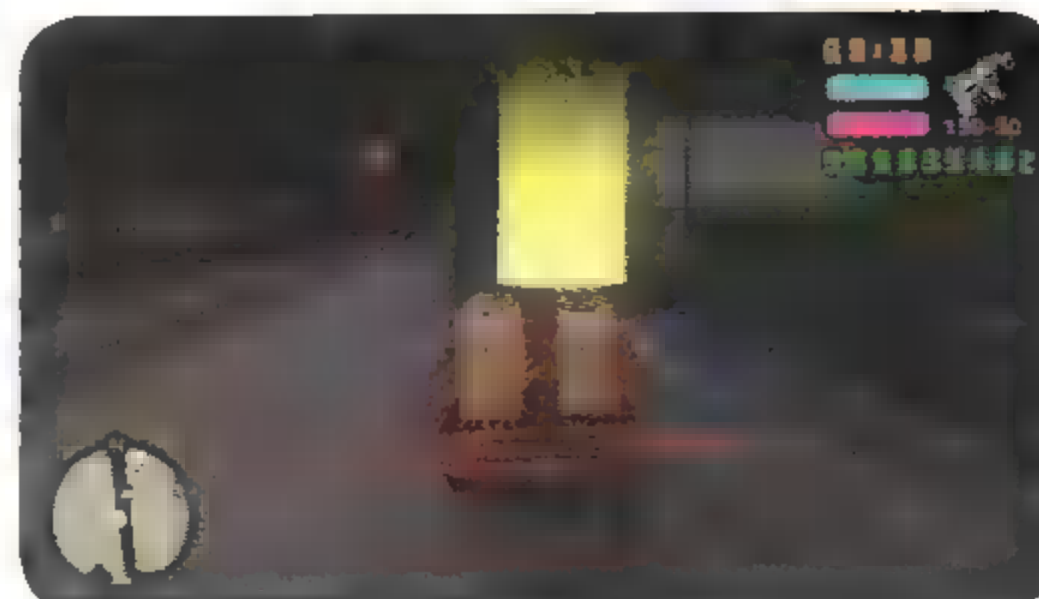
### VISIT PHIL

Go to Phil's depot by following the yellow blip on your radar. (You should know where he lives by now.) If you drive, you're ambushed by a carload of Mendez's men along the way. Kill them. Once you're at Phil's, your old army buddy says he knows a way into the base, but you'll need a big rig.



### JACK A LINERUNNER

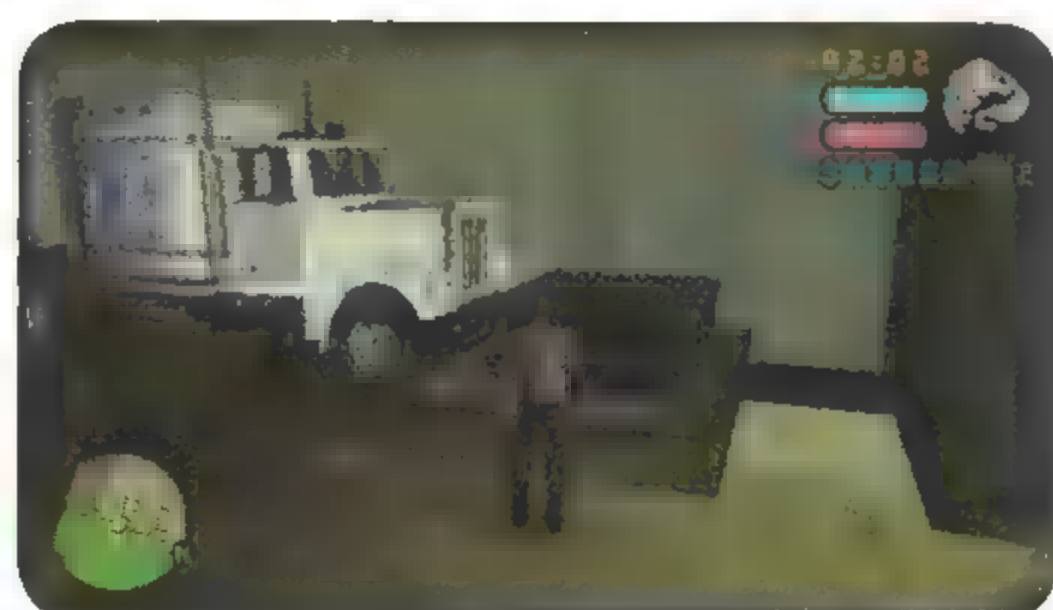
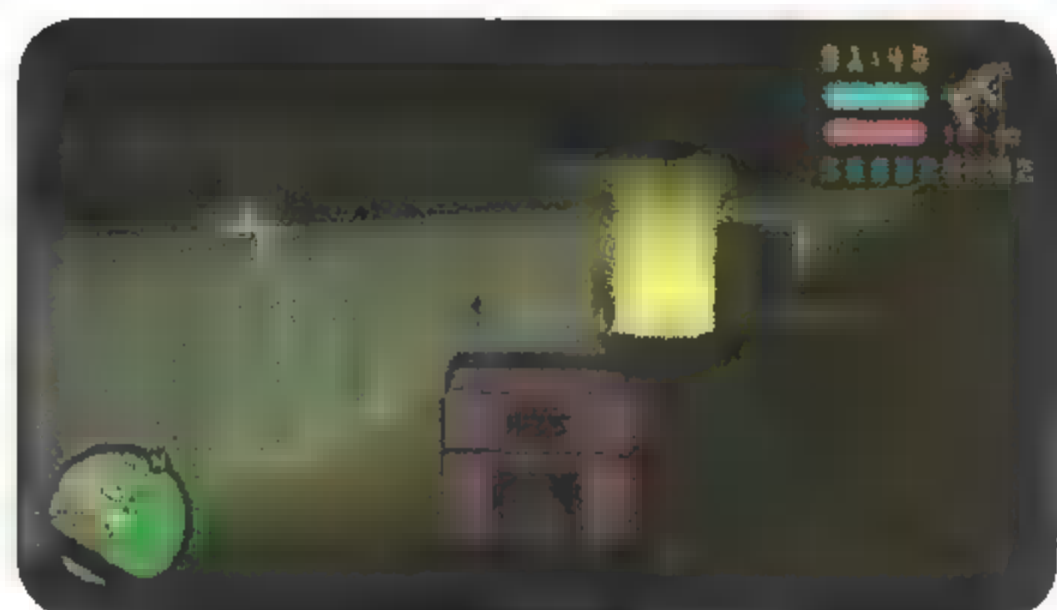
Drive Phil's boomshine truck to the airport car park. He tells you to get a rig and meet him at the base, and then he takes off in his truck. A big Linerunner is parked in the nearby parking lot. Slip through the road arm, hop aboard, and follow the blue blip to rendezvous with Phil just outside Fort Baxter.



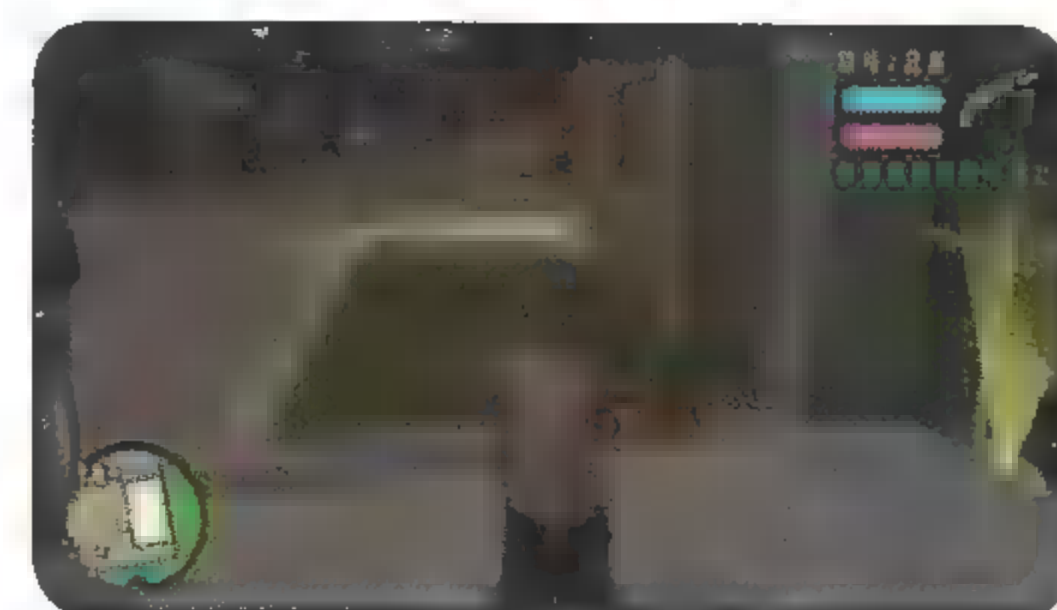


## INFILTRATE THE BASE

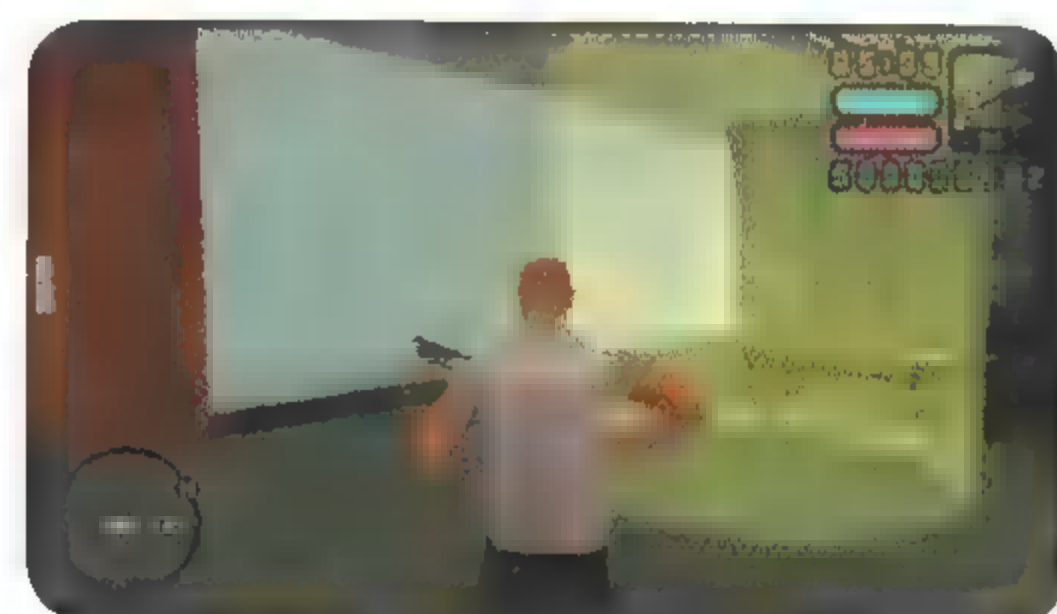
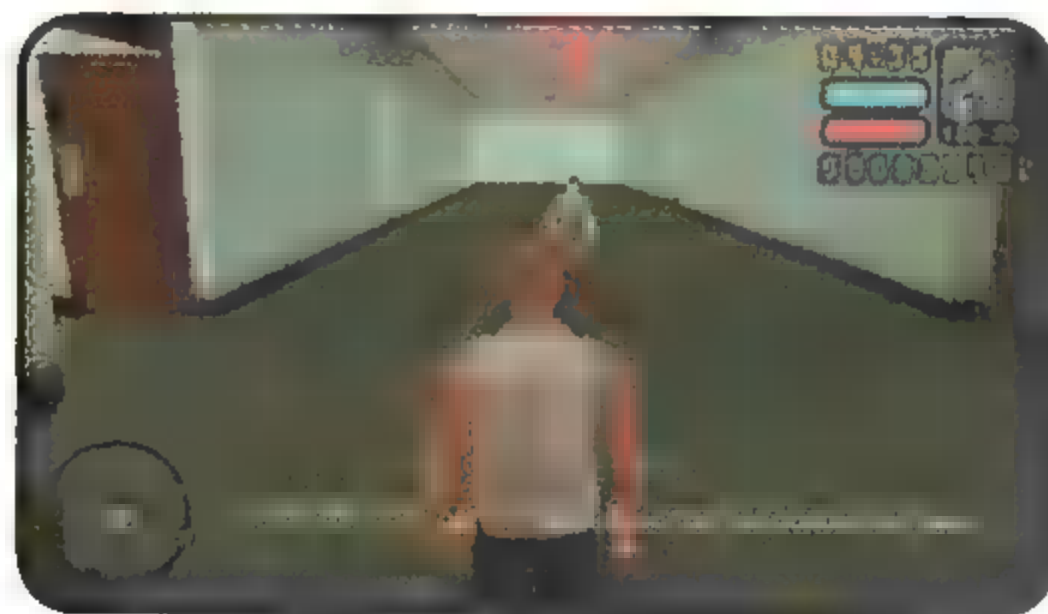
After Phil creates a diversion, follow his instructions and pull your Linerunner into the yellow marker on the east side of the base. Nudge the truck's front grille up against the low generator beside the perimeter fence. Then use the generator as a step to jump onto the Linerunner's hood. Next, hop atop the cab. From there, leap over the fence and into the base.



You can hop in the Patriot there and drive the armored jeep straight to the yellow marker outside the admin building. Then hop out and enter safely. The Patriot temporarily protects you from M16 bullets. You could try jacking the Barracks OL near the front gates, but you'll have to drive it further through more gunfire. Sometimes you can make it.



Inside the admin building, eliminate the guard down the hall. Then follow the corridor around the corner to the left. (Note that if you take the first right instead, you can find an Armor power-up tucked into the next open room. There's also a Health power-up upstairs in the second floor briefing room.) The first door on the left is the control room. Step into the yellow marker here to unlock the helicopter pad gate.

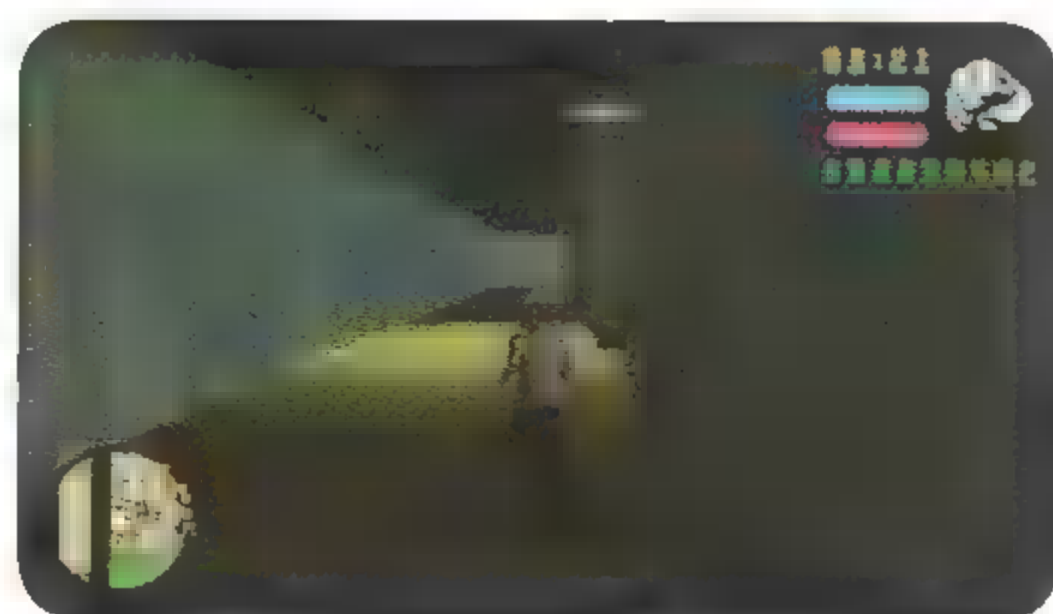


## In the Dark

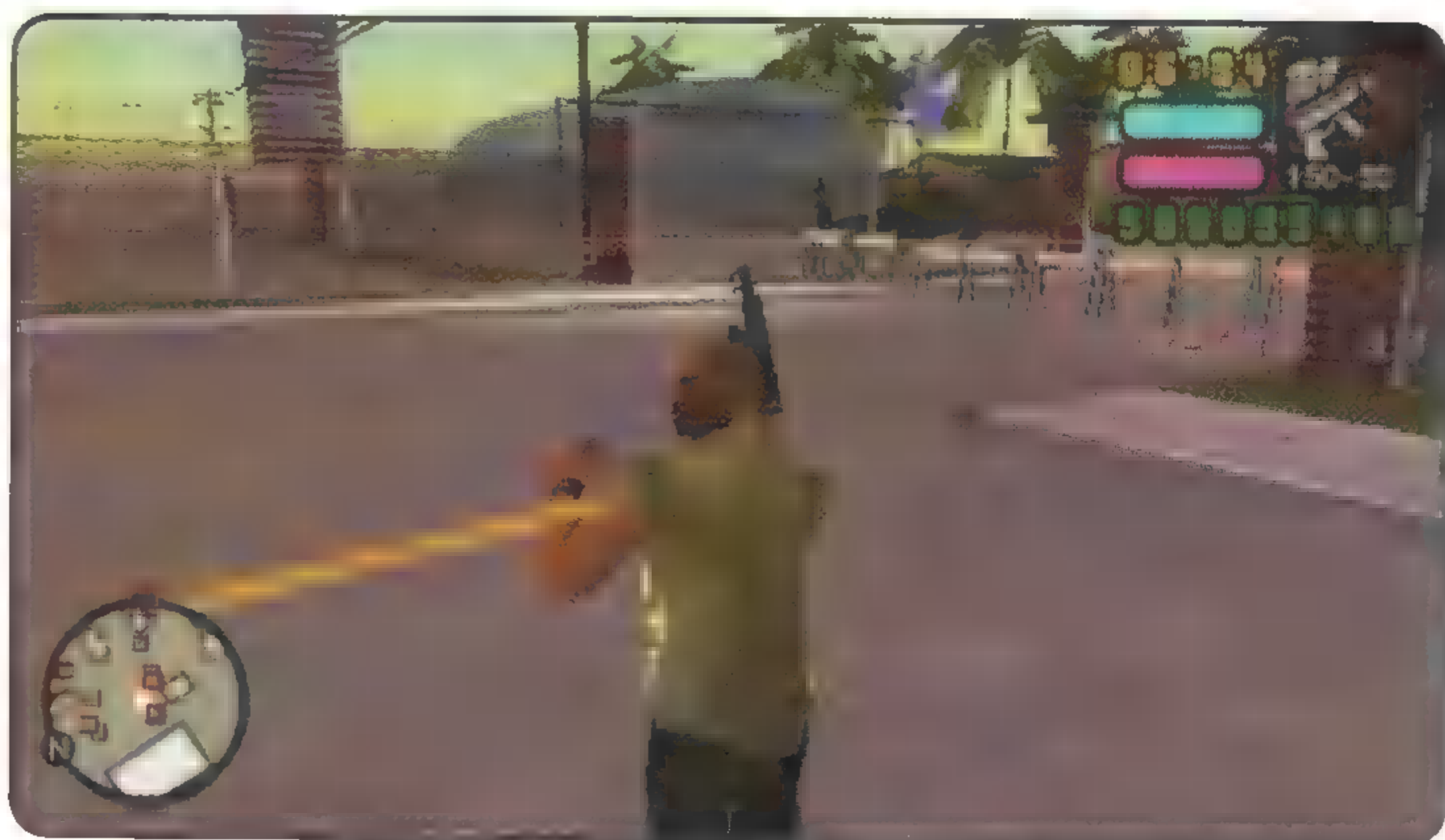
If daylight breaks before you make it to the base, the base searchlights get turned off, but the guards can spot you much more easily.

## UNLOCK THE COPTER COMPOUND

You must work your way to the admin building. Avoid the patrolling guards and spotlights. A good route is to move down the alley along the southern edge of the base, dodging the spotlight by ducking between barracks whenever it passes. Move around the outside perimeter, past the garages on the west end.



Once the gate is unlocked, you learn that the guards are trying to take the Hunter to safety, and a countdown timer appears in the upper-right corner. You now have just three minutes until the helicopter takes off.





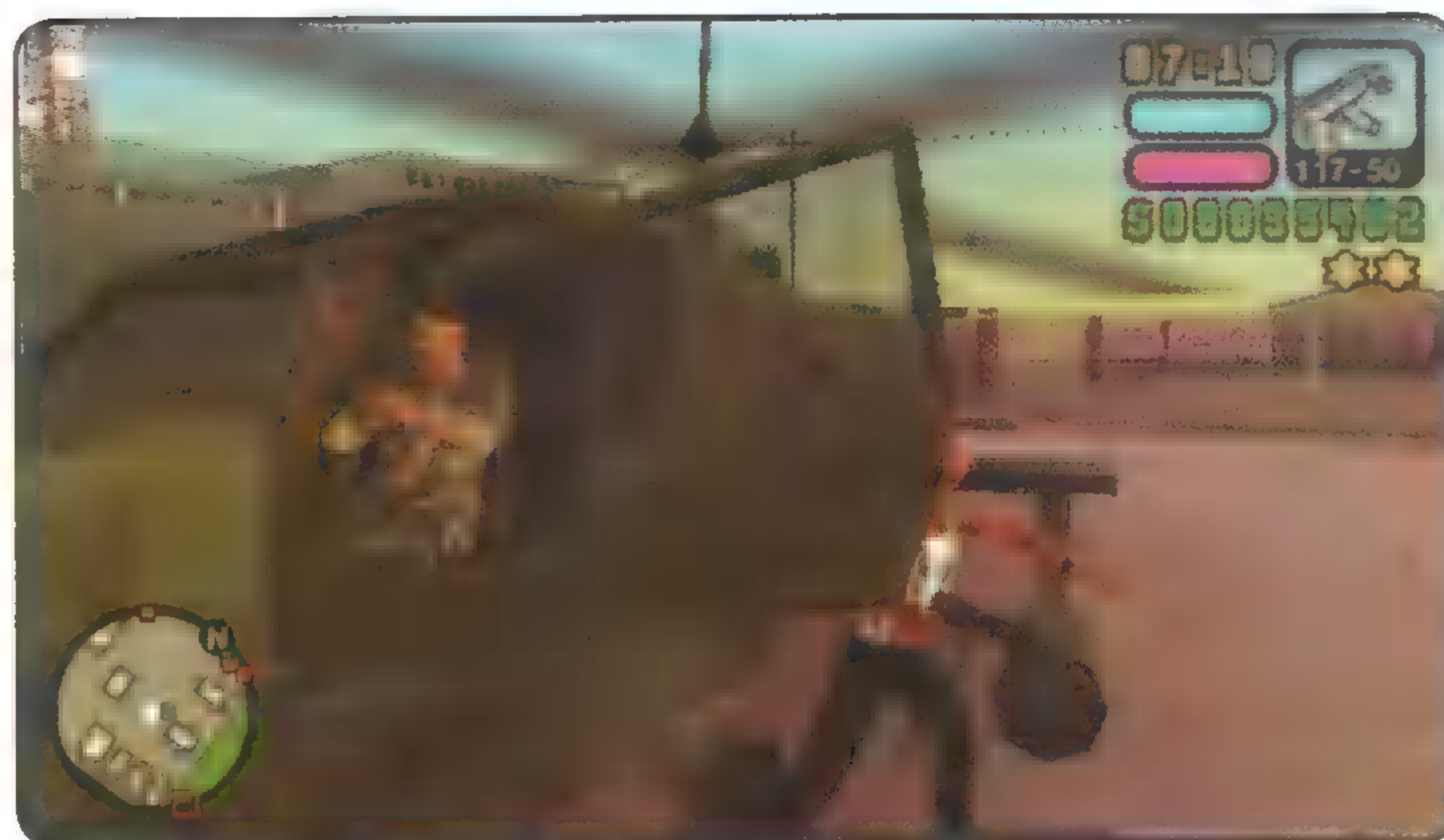


# Tower Guards

If you can manage to take out gunners in the corner watchtowers, do so before you reach the gunship. If you fly over the manned towers, the M16 fire will damage the Hunter.

## FLY BACK TO THE DIAZ MANSION

Quickly exit the admin building via the door you entered! Take out as many guards as you can (you can shoot them through the chain link fences), and then sprint southeast toward the line of striped barricades and hop over them. For the best results, sprint and jump early before you reach the barricade. If you try to jump as soon as you're next to them, you'll have difficulty getting over them.



## PIGIR MESSAGE

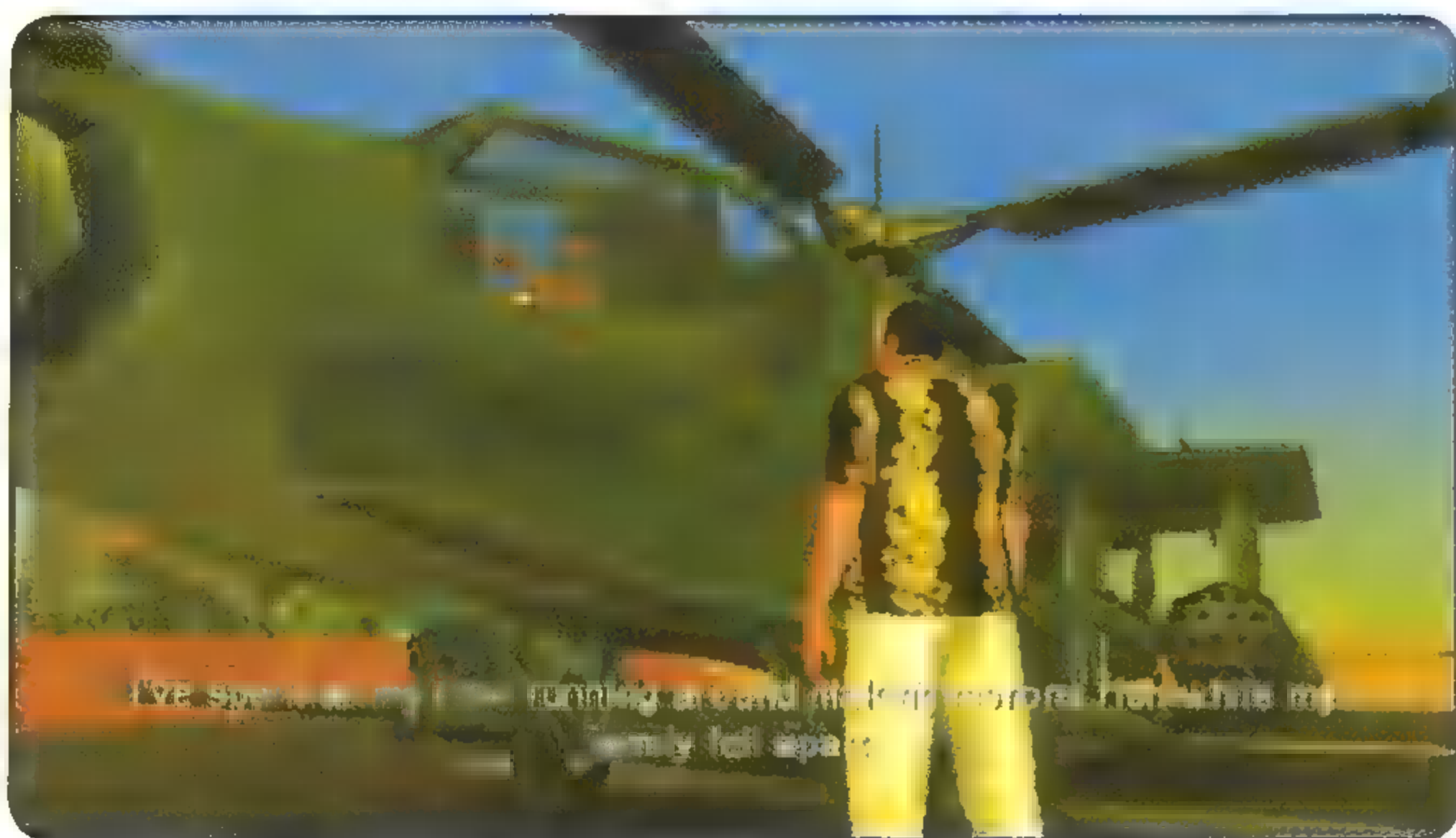
After you land the gunship on Diaz's roof, Martinez sends you a message. He says it's time to settle things, once and for all. He'll see you real soon...



## LAST STAND

### Overview:

Diaz says the Mendez building Downtown is like a fortress, but if anything can knock it out, your new assault helicopter can. Diaz calls Vic a hero, but... well, Vic begs to differ. As Vic lifts off, he says he has nothing of value left and no plans to see Diaz again.



### Objectives:

- Fly the Hunter to the Mendez building.
- Wipe out the rocket-firing guards on the roof and enter the building.
- Knock out the enemy helicopter.
- Kill Martinez and Diego Mendez!

A. START (DIAZ MANSION)

B. MENDEZ BUILDING



## TIPS

### LAUNCH YOUR ASSAULT

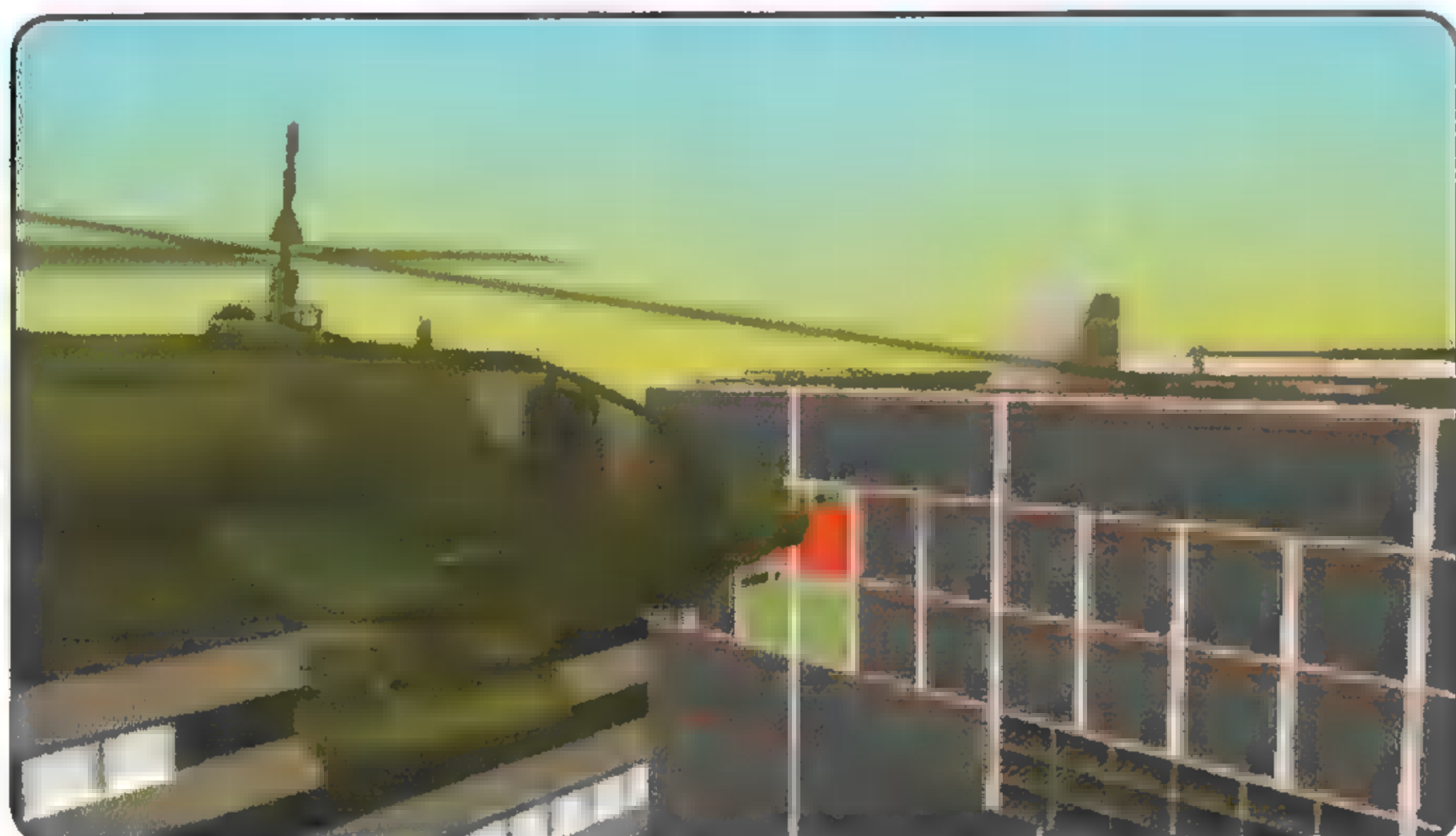
Fly the Hunter to the yellow blip at Mendez's building Downtown. Diaz is right, it's heavily guarded. Goons with rocket launchers are posted on the rooftop. Fly in low and rise up to unleash a few seconds of hell on them. Then dip the Hunter back down below rooftop level before they can get a missile lock on you. When you take out the last goon, you trigger a cinematic in which the helicopter is forced to crash-land on the roof.





# Missiles or Cannons?

You probably have a favorite attack already, but each one has its advantages and disadvantages. Cannons (☐) can be used effectively if you land on the rooftop and just aim using the tail prop (L and R buttons), but you have to be quick before the enemy fires. That means you have to be skilled with the Hunter. Missiles (☐ + ✕) are great for attacking at a distance and require far less precision (aiming or flying). This could take you longer to clear the rooftop. Plus, being too close to your own explosions could damage the Hunter.



## SECURE THE UPPER FLOORS

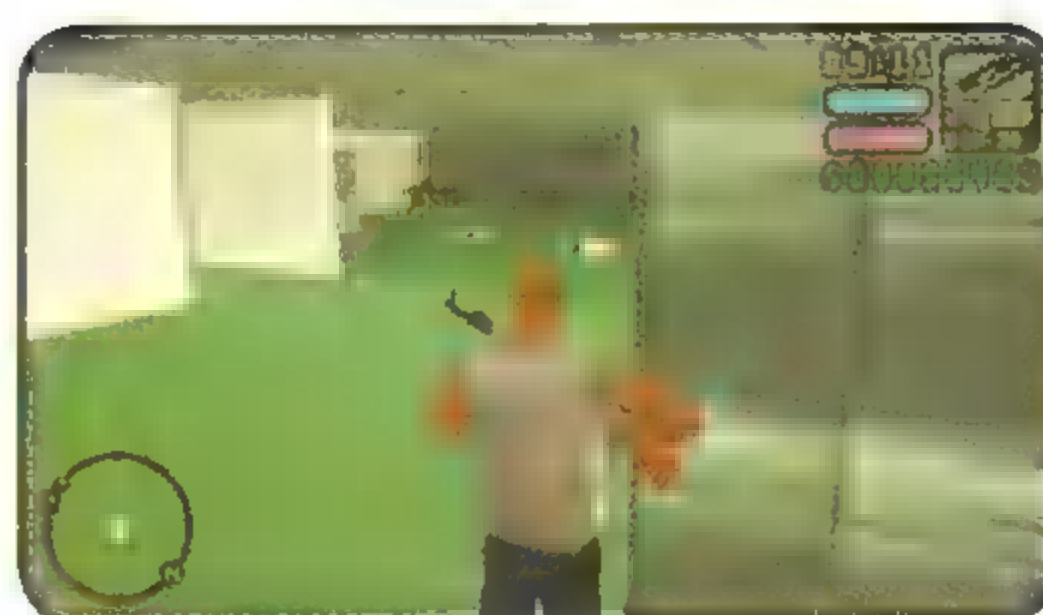
Scour the roof for goodies, including Armor, the well-stocked AK47, and a rocket launcher with 1,000 rounds. Then walk into the yellow marker on the stairwell to enter the building.



You emerge in the midst of a furious ambush. Use an AK47 as you fight your way through the two rooms to the glass doors. Go through to descend to the next area. Here you fight through more goons deployed through two large office areas. *Important:* Use cover and keep an eye out for Armor pickups. You'll absorb a lot of punishment during this mission. Don't try to save the Armor and then come back for it; you won't be able to return to previous floors.



When you finally scour the area clean of Mendez minions, another scene shows a helicopter landing on the roof. Guess who emerges? That's right, it's Vic's old buddy, Sergeant Jerry Martinez. Your next objective is to get back up to a higher floor, clear out more guards, and avoid getting flayed by the helicopter gunmen.



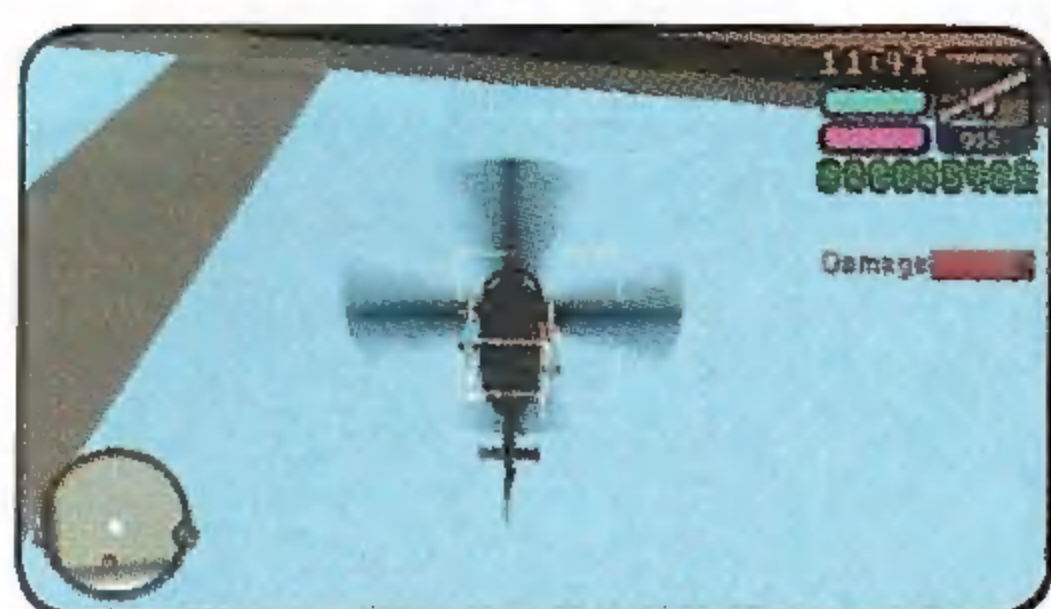
## KNOCK OUT THE ENEMY HELICOPTER

Go back to the yellow marker to climb to the next level up. Guards arrive a few seconds after you do. Even worse, the enemy copter hovers just outside, unleashing its withering firepower through the windows! Hurry behind the stacks of file cabinets to take cover. Then start popping out from behind the cabinets, quickly picking off any guards in the area.

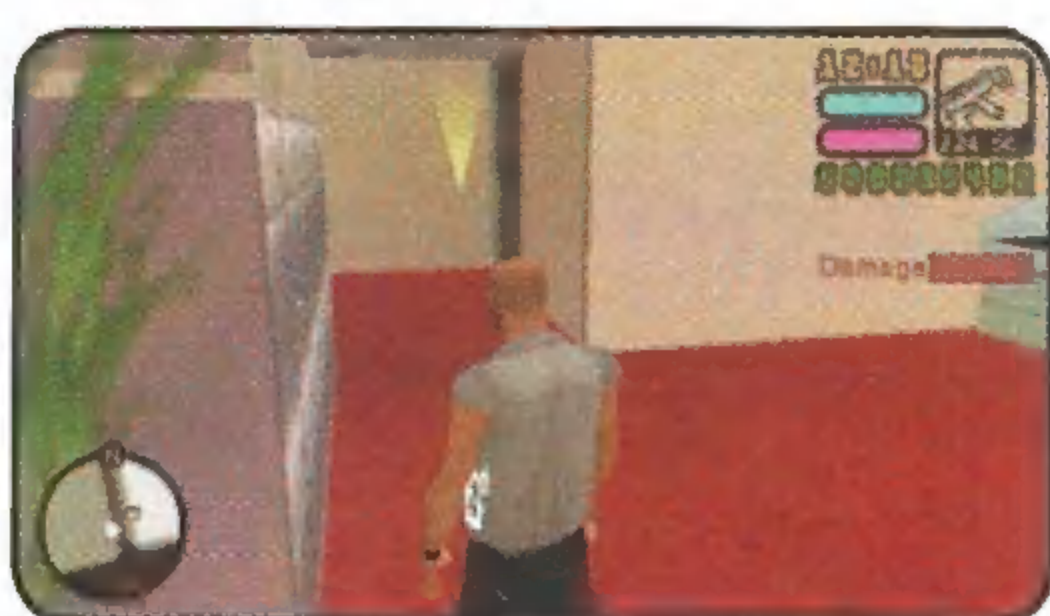




When you get a break from the guards' attacks, switch to your rocket launcher and hop out from cover. Run to the window, spot the helicopter above, and sling missiles at it. But keep an eye on your radar! More guards enter at regular intervals. You must switch back to a good automatic weapon, wipe them out, and then return your attention to the helicopter (or run for cover behind the file cabinets to avoid the helicopter's attack).

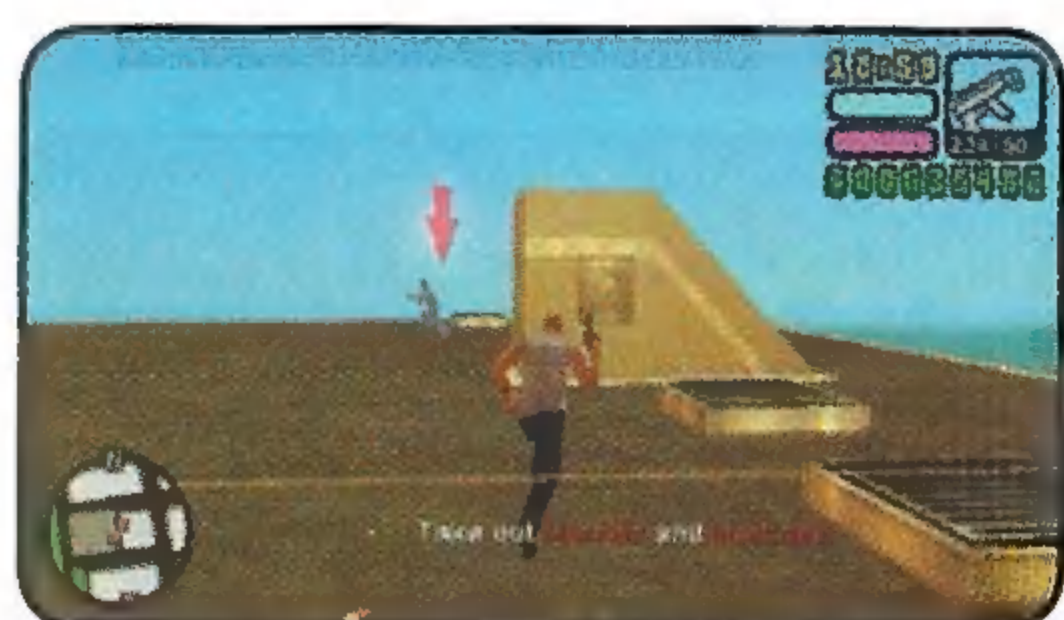


Two or three good rocket hits will knock the chopper out of the sky. Then you're prompted to follow the stairs to a higher floor. Look for Health and dropped Armor. Find the yellow marker and enter to reach the roof again.

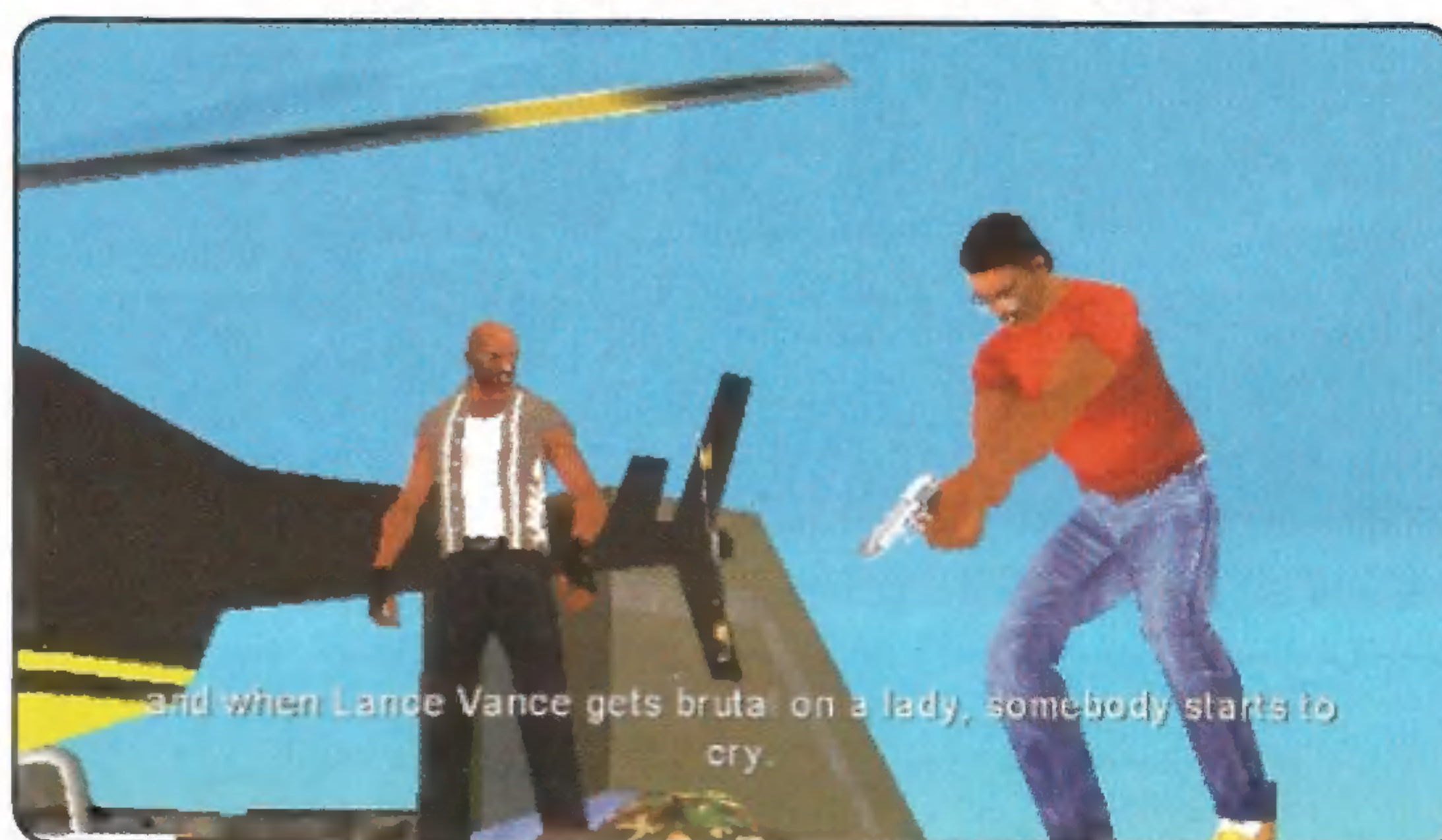
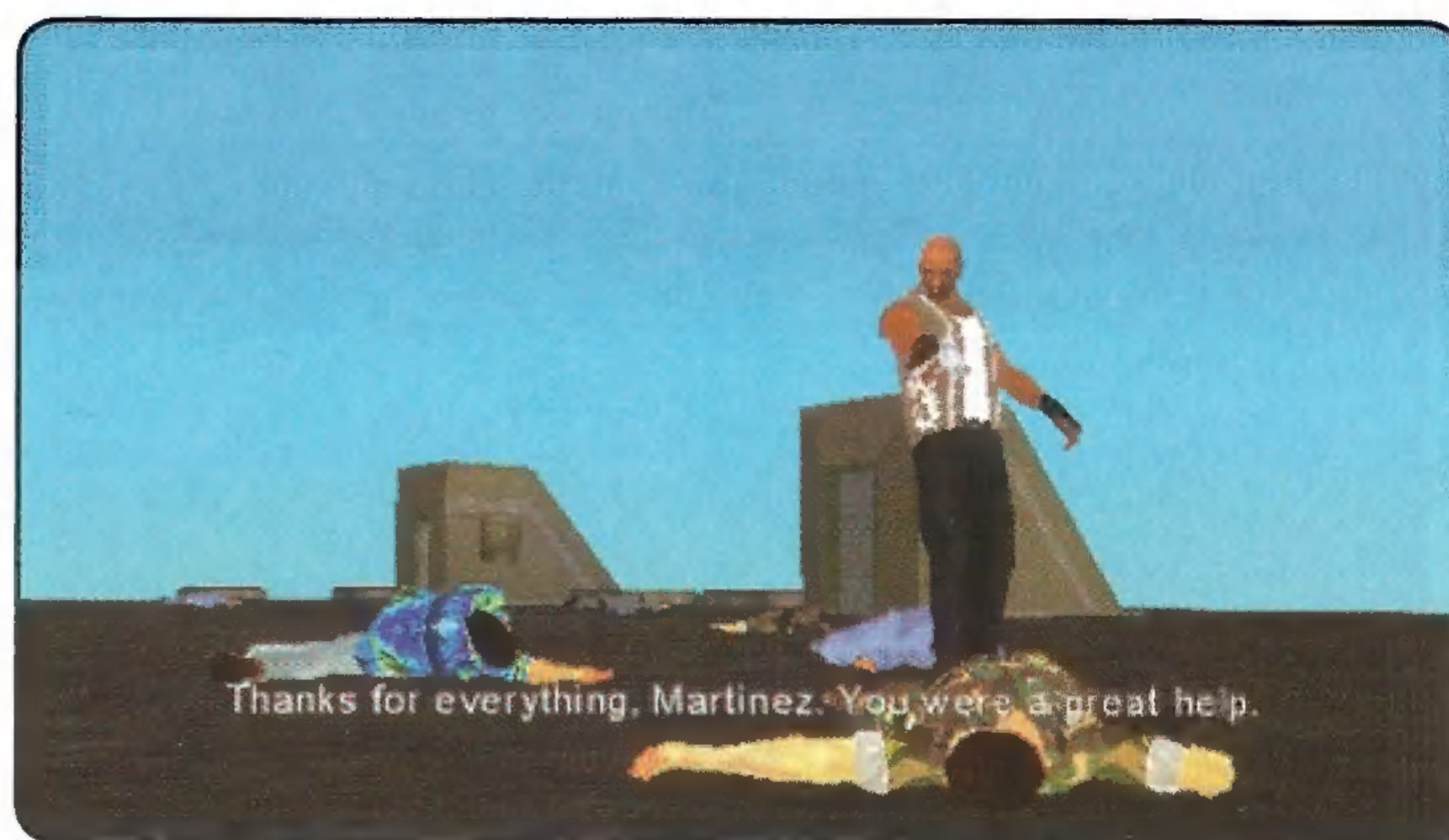


## KILL MARTINEZ AND MENDEZ

Yes, it's your old nemesis, Martinez. And he's joined by Diego Mendez here on the roof. Open up on the corrupt sergeant first. He's right in front of you, but he's wearing some serious body armor, so lay on the trigger until he drops. Use the door wedge structures for cover. One very effective and tricky move is to walk up onto the wedge and fire down on Diego; he doesn't expect to find you above.



Congratulations! You've completed the Main Story missions of *Grand Theft Auto: Vice City Stories*!



When it's done, the cavalry arrives, in the form of Lance in a copter. As usual, he's too late to be of much use. But, he's still got plans, baby. *Big plans...*



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# Grand Theft Auto Vice City Stories™

OFFICIAL STRATEGY GUIDE

WRITTEN BY TIM BOGENN

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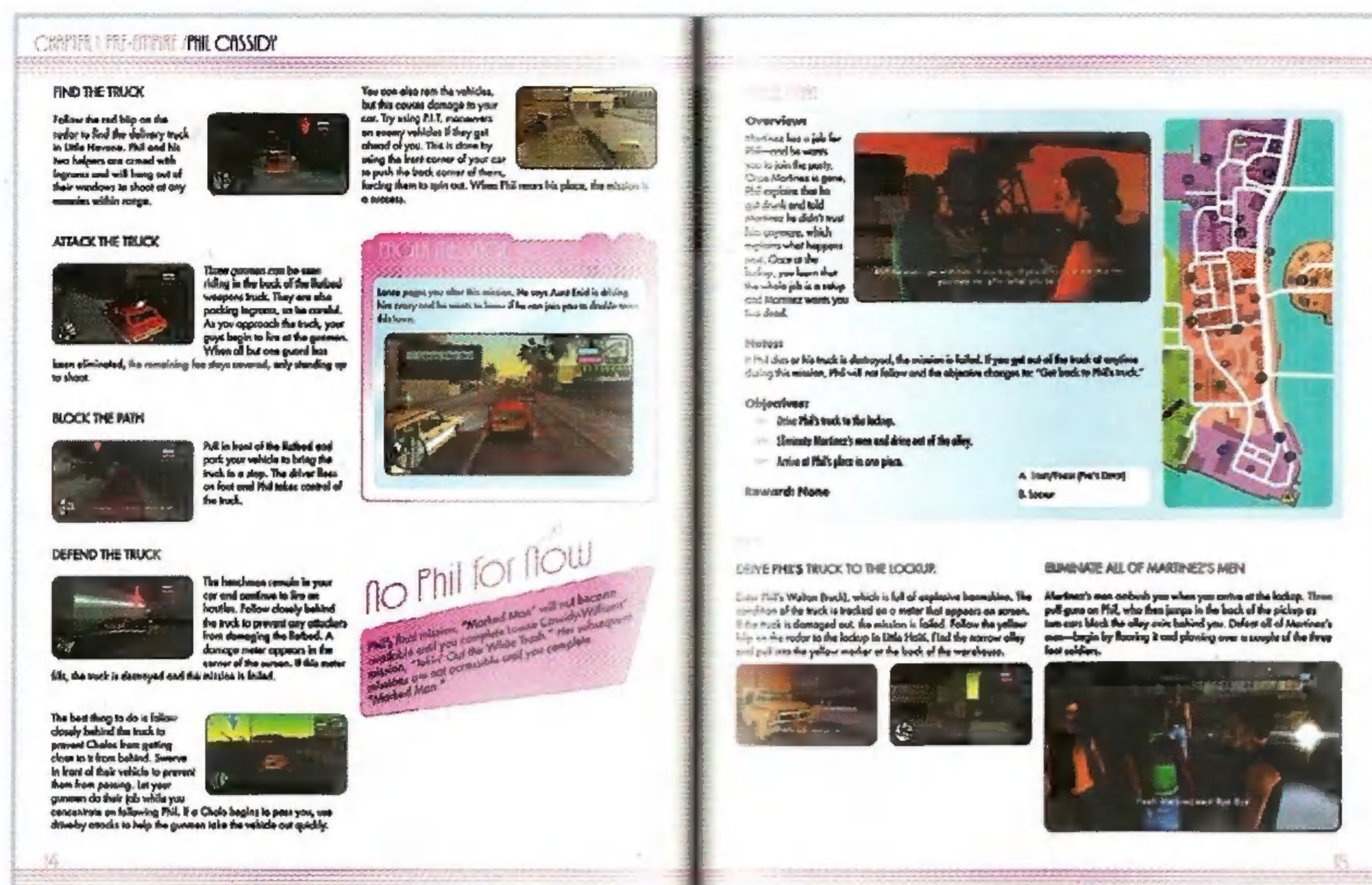
Without the help of these guys at Rockstar, this guide wouldn't be possible: Gordon Hall, Bill Woods, Lee Cummings, Nick Giovannetti, Ethan Ables, Richard Rosado, Lance Williams, Jameel Vega, Dave Box, Dave Bland, Jared Raia, and Ian Bowden.

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—Tim Bogenn



# BUILD AN EMPIRE OR BE CRUSHED



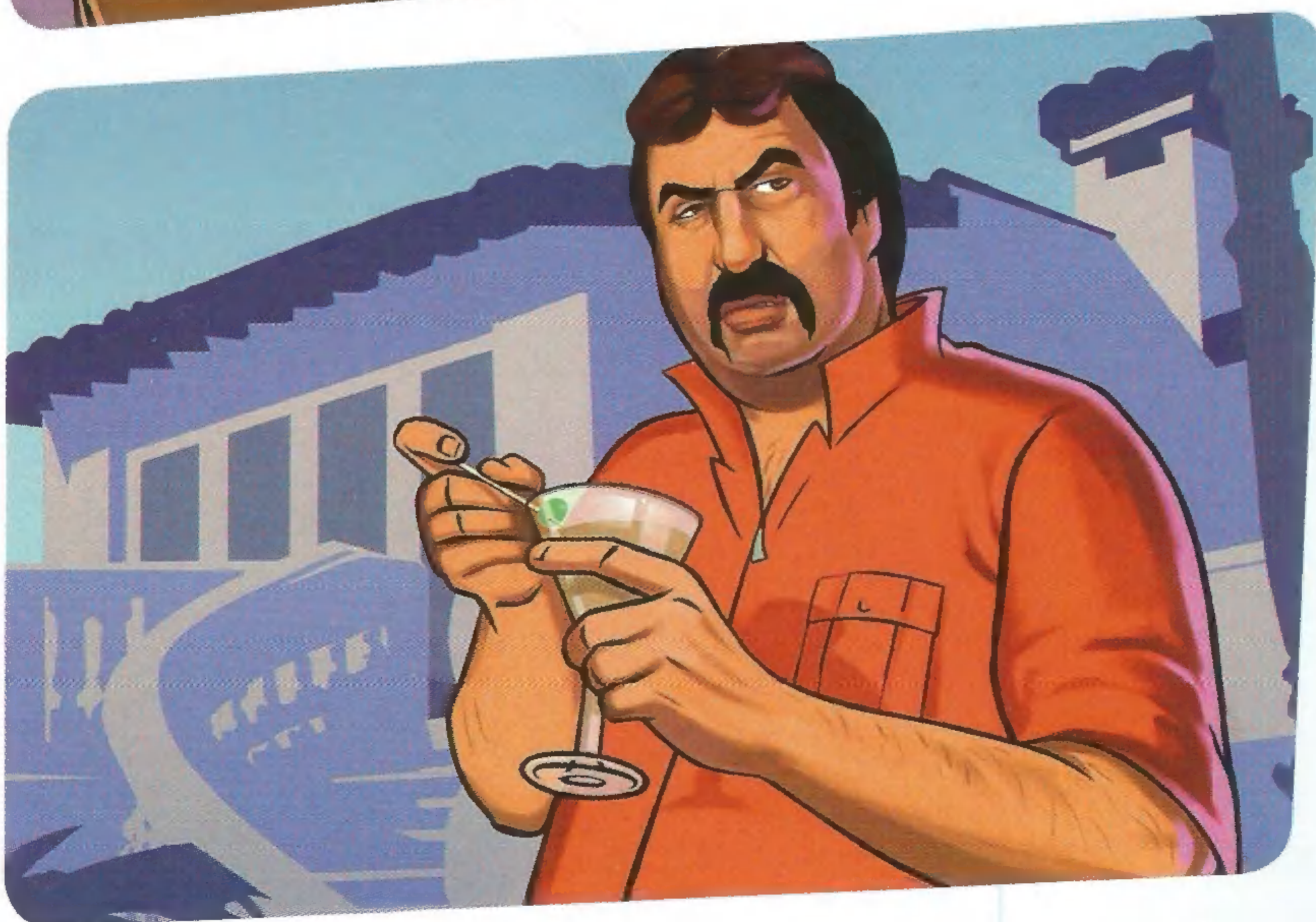
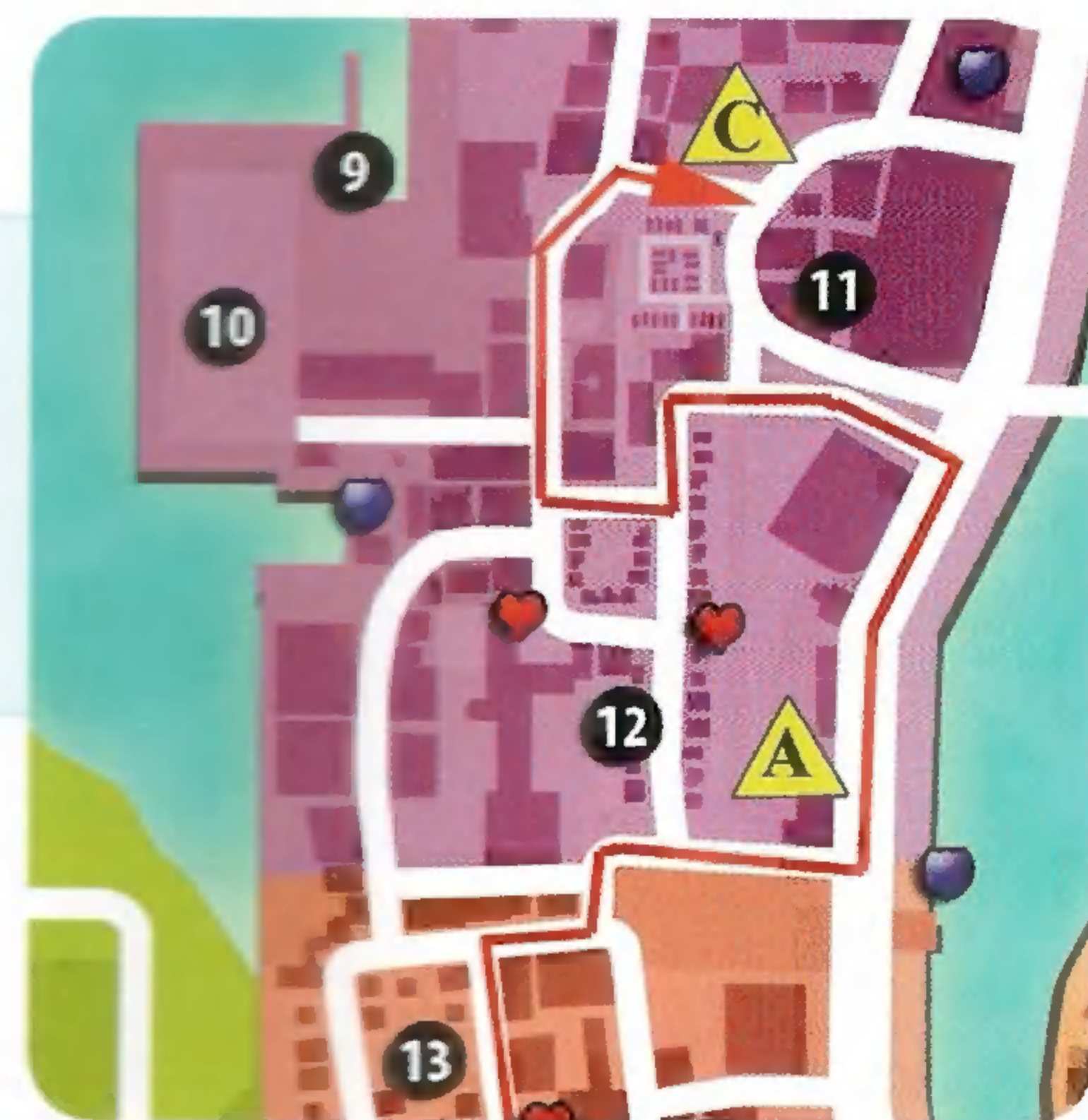
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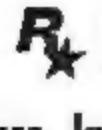
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